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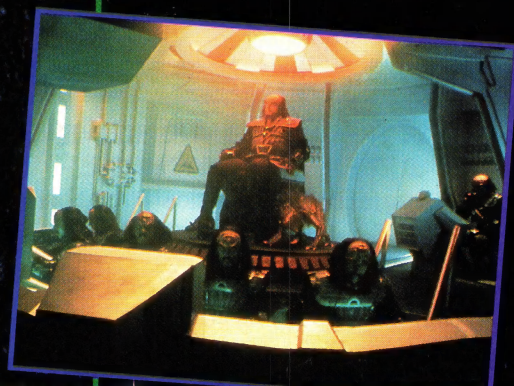


General Martok at War
Leading the Klingons into battle

The Ferengi & the Dominion
Gamma Quadrant offers new profits

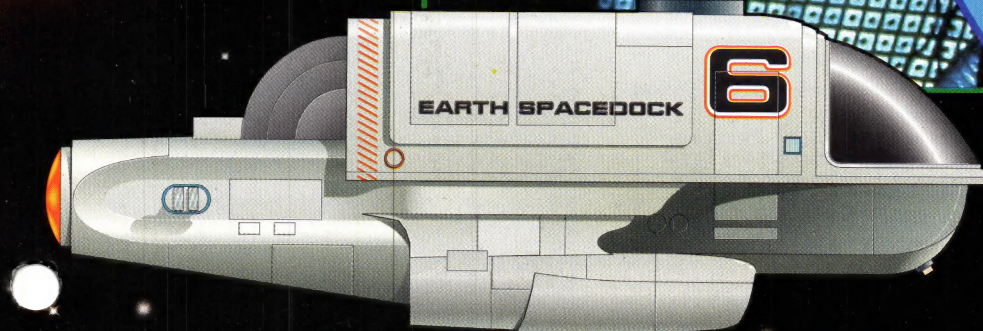
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Beautiful space phenomena



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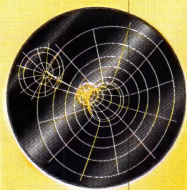
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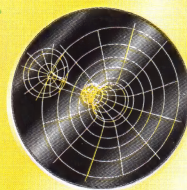
SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5

CARD 5

NEBULAS



SPACE
PHENOMENA

The hazy, gaseous clouds that form nebulas create beautiful scenery against the black void of space, casting off dazzling colors like sunlight reflecting off the clouds on Earth at sunset.

Nebulas are regions of space in which the average density of the gas or dust content is greater than normal and thus visible to the naked eye. About 10 percent of the mass of the Milky Way Galaxy floats freely between the stars in the form of gas atoms, molecules, and, occasionally, dust grains. This matter is known as the interstellar medium. On average, there is one gas atom or molecule for every cubic centimeter of space and one dust grain for every 100,000 cubic meters.

Molecular clouds

In reality, the force of gravity conspires to prevent the interstellar medium from being spread thinly throughout the Milky Way. Instead, it is gradually pulled into colossal clumps known as giant molecular clouds. These lead to the formation of certain types of nebulae.

The most prominent type

of phenomenon is the emission nebula. As the name implies, they give out light and can therefore be seen. The color of the light emitted depends primarily on the composition of the gas contained therein. Hydrogen gas – the most abundant chemical in the Galaxy – gives out a red glow with a wavelength of 656 nanometers (one nanometer equals one billionth of a meter.) Often, the color given out will be used to name the region; for example, the **sirillium**-rich Type-11 nebula studied by the **U.S.S. Excelsior NCC-2000** in 2293 is named the **Azure Nebula**, after the bright blue light it emits.

Oxygen gives out green light with wavelengths of 496nm and 501nm. The

Vast, colorful, amorphous nebulae are formed from the interstellar medium.

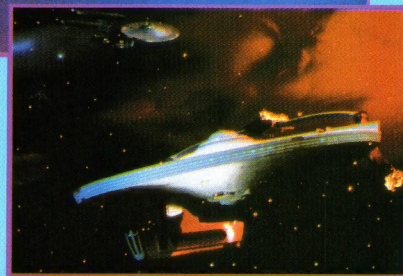
element can produce these wavelengths only in the extremely rarefied environs of space; when the green light was first observed by 19th-century astronomers on Earth, they believed it to be produced by a chemical that was unknown to them, to which they gave the name **nebulium**. Only later was it shown that the wavelengths were produced by oxygen – and that **nebulium** did not exist.

Massive stars

Emission nebulae are, themselves, subdivided into a number of different types. Inside a giant molecular cloud, the gases continue



Nebulae reflect an entire spectrum of color. The most predominant hue reveals which gas is in the highest concentration, such as red for hydrogen.



to collapse together, forming stars throughout its volume. Some of these stars are huge celestial bodies, containing over eight times as much mass as Earth's sun. They produce a large amount of ultraviolet radiation which

strips electrons off nearby hydrogen atoms, causing them to become ionized. When the electrons recombine with hydrogen nuclei, they give off a characteristic red color. The chemical shorthand for an ionized hydrogen atom is H^+ .

CLOAKED CONDITIONS

Hidden worlds

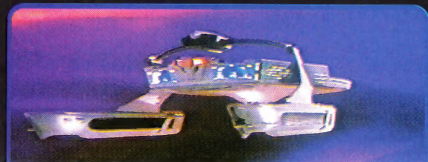
In 2285, Admiral James T. Kirk orders the **U.S.S. Enterprise NCC-1701** into an H^+ region of the Alpha Quadrant known as the **Mutara Nebula**. Exotic conditions in this region of space, combined with the interference from ionized radiation, limits sensor use; such an environment makes tactical readouts impossible. Emission nebulae can also prevent cloaking devices from working. The **Cardassians** have inhabited **Amleth Prime**, a world inside an emission nebula and therefore difficult to locate. The **Founders** also found sanctuary from persecution by living on a world located in the **Omarion Nebula**. Their home is not in orbit around a star, although it is nonetheless classified as a Class-M planet.



In 2371, the Changeling Odo returns to the Founders' homeworld, located in the Delta Quadrant's Omarion Nebula.

The shape-shifting Founders were persecuted by solids a long time ago. They fled across the Galaxy and found refuge on a world hidden within a nebula.

The U.S.S. RELIANT NCC-1864 is hijacked by Khan Noonien Singh and taken into the far reaches of the Mutara Nebula.



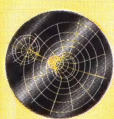
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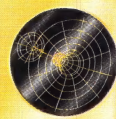
SPACE
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FILE 5

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NEBULAS

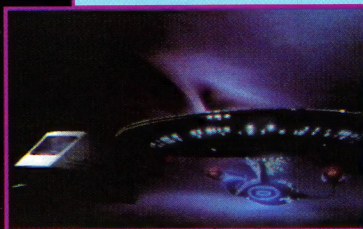


SPACE
PHENOMENA

▼ **Nebulas sometimes contain newly formed planets, peeking out from the beautiful sunset-colored gas formations.**

GALAXY FACTS

- In 2368, Guinan remarks that the FGC-47 Nebula is similar in shape to a Samarian coral fish.
- The Azure Nebula is in close proximity to Federation and Klingon space.



▲ **Captain Picard pilots a shuttle to guide the U.S.S. ENTERPRISE out of the Mar Oscura Nebula.**

Visible light is also produced when the gas flung out into space collides with the slower moving gas of the interstellar medium, creating shockwaves that excite the gas and cause it to glow. **Geordi La Forge** makes use of a supernova remnant to produce **vertion** particles in 2370. These are needed to nourish an emergent life form that evolves out of the **U.S.S. Enterprise NCC-1701-D's** main computer.

In contrast, gas and dust concentrations may be so dense that light from stars or glowing gas behind the nebula is blocked out. Such phenomena are known as absorption or dark nebulas; eventually, they will become H_2 regions when stars form inside them.

Absorption nebulas should not be confused with dark matter nebulas. **Starfleet** now knows of several examples of dark matter clouds, such as the **Mar Oscura Nebula** – clumps of exotic matter

that hardly interact at all with electromagnetic radiation. When brought into contact with normal matter, however, dark matter can interact in a number of alarming ways and starships should avoid them at all costs.

Lower mass stars may not be able to excite H_2 regions around them, but can cause reflection nebulas – gas clouds in which the dust content scatters starlight in all directions.

Rising stars

Often the young star responsible for illuminating the cloud is surrounded by a thick 'donut' of dust where planets are forming. This only allows light to leave in two opposing directions, causing the illumination to look like an hourglass in shape. This is called a bipolar reflection nebula. In 2367, **Captain Jean-Luc Picard's** crew investigate a T-tauri star system, located in the **Ngame** reflection nebula.

Starfleet's continued exploration of nebulas has led to at least 17 different types being classified so far, and it is possible that there are many others yet to be discovered.



▲ **The U.S.S. EXCELSIOR finds sirillium gas within the cobalt-blue realms of the Azure Nebula.**

therefore, this particular type of emission nebula is known as an H_2 region. Most large emission nebulas are of this type.

At the end of a low-mass star's life, its outer layers of gas are blown off into space. This reveals the dense, hot core that was once the nuclear-fusing heart of the star. Unsurprisingly, it is incredibly hot and gives off a tremendous

amount of ultraviolet radiation. This causes the gases to glow and creates what are called planetary nebulas. These actually have nothing to do with planets, but when they were first observed in the low-power telescopes of the 18th century, they bore a passing resemblance to the newly discovered outer world of Neptune in Earth's solar system, and were

misnamed as a result.

Dying high-mass stars explode spectacularly and create nebulas known as supernova remnants. These clouds are the scattered components of stars that have literally ripped themselves to pieces.

Planetary nebula

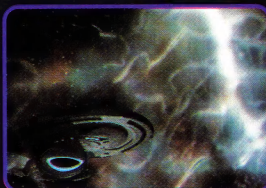
Planetary nebulas glow for a number of reasons. One is that high-energy particles, created in the aftermath of the explosion, collide with gas. The resultant excitation energy is later given off as light.

PRESERVATION

Unusual phenomenon

In 2373, the crew of the **U.S.S. Voyager NCC-74656** find a rare nebula in the Delta Quadrant, composed of unstable streams of plasma. Inversion nebulas are indescribably beautiful, but burn out in only a few years; none are known to exist within the Alpha Quadrant. The one in the Delta Quadrant is being preserved by a powerful being called **Marayna**, so that others may appreciate its beauty. **Marayna** finds her post incredibly lonely and amuses herself by tapping into the computers of passing ships; she becomes fascinated by **Voyager's** holodecks and falls in love with the ship's security officer, **Lt. Tuvok**. The lonely alien decides to trap the starship in the nebula, but fortunately **Tuvok** persuades her to release **Voyager** and its crew.

▼ **The U.S.S. VOYAGER becomes trapped within the inversion nebula's plasma streams.**



▼ **Marayna is an alien life form living within an inversion nebula. Her job is to preserve the nebula so that others may enjoy its beauty.**



▲ **Marayna interacts with the VOYAGER crew through the ship's holodeck. She falls in love with Lt. Tuvok.**



The Guide to the STAR TREK Galaxy

FILE 14 CARD 10



THE FERENGI AND THE DOMINION

During the devastating war with the Dominion, the major powers of the Alpha Quadrant unite in battle against their common foe. The one notable exception is the Ferengi Alliance, who elect to remain on a neutral footing with both sides, albeit with a few exceptions.

In 2370, exploration of the **Gamma Quadrant** has barely begun when **Grand Nagus Zek**, leader of the **Ferengi Alliance**, recognizes the possibility for reaping immense profit from the new worlds. He contacts **Quark**, proprietor of the bar on station **Deep Space Nine**, and offers to make him chief negotiator in business meetings with a Gamma Quadrant race known as the **Dosi**. Zek instructs Quark to negotiate the purchase of 10000 vats – later expanding this to

100000 vats – of **tulaberry wine**, which will mark the Ferengi's expansion into this new region of space.

Negotiations with the Dosi are unsuccessful, but this turns out to have been Zek's plan all along. From the Dosi, Quark learns of the **Dominion** – thus identifying for the nagus the true power worth dealing with in the Gamma Quadrant. A female Dosi, **Zyree**, informs Quark that her people cannot produce the amount of tulaberry wine that Zek has requested. Instead, she offers to arrange contact

with the **Karemma**, an important power in the Dominion. Zyree adds that "if you want to do business in the Gamma Quadrant, you have to do business with the Dominion."

Middle men

During the course of the following two years, the Karemma arrange a trade agreement with the **Federation**. As the **Alpha Quadrant** power is now familiar to the Dominion following a disastrous **first contact** and a devastating attack on the **U.S.S.**



Building on their tentative trade contacts, Grand Nagus Zek orders Quark and Pel to follow the Dosi into the Gamma Quadrant and strike a tulaberry deal.

Defiant NX-74205, the Ferengi are nominated to act as intermediaries. The race's involvement only complicates matters further, however.

In 2372, the **Defiant** keeps a rendezvous with a **Karemma Vessel** in a remote Gamma Quadrant system; **Minister Hanok** of the **Karemma Commerce Authority** informs **Captain Benjamin Sisko** that the trade agreement with the Federation is proving unprofitable because of the Federation's many 'commerce laws.' These 'laws' turn out to be

inventions of Quark's, a way for him to make an easy profit in the time-honored Ferengi way of manipulating and cheating his business partners. A disgusted Hanok chooses to disengage himself from the agreement.

Quark, however, sees the opportunity to renew his dealings with the Karemma when the **Defiant** comes under attack from two **Jem'Hadar Attack Ships** which have discovered the illicit trade talks. During the battle, Quark and Hanok are trapped in the **Defiant's** mess hall. The wily Ferengi

Grand Nagus Zek is convinced that whoever learns the secret of the Dominion will learn the secret of the Gamma Quadrant.

NEW BUSINESS

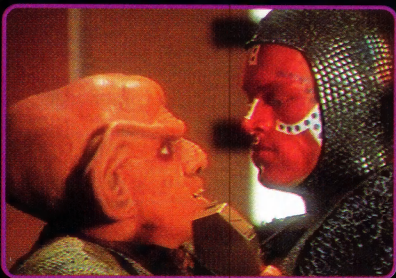
Failed negotiations

In 2370, Grand Nagus Zek asks Quark to open up negotiations with the Dosi. The barkeep's first meetings with the race prove unproductive, however. The Dosi are reluctant to sell more than 5000 vats of tulaberry wine, despite the Ferengi offer of a very fair trade package. Negotiations break down completely when Zek decides to increase his order to 100000 vats; the Dosi leave **Deep Space Nine** and return to the Gamma Quadrant.



Foot in the door

Quark finds Pel to be a useful assistant when dealing with the intimidating Dosi representatives.



Hostile

The Dosi prove to be fierce negotiators, and they are notably hostile toward Quark.



Pawns

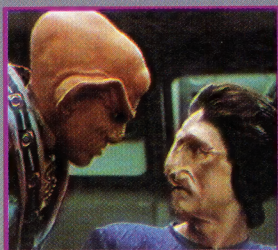
Unknown to Quark and Pel, they are pawns in the grand nagus's ploy to learn about the Dominion.



FERengi FACTS

Quark adds a search charge to a consignment of Karemma fleece to cover the cost of "inspecting for Changeling infiltration."

When captured by the Dominion, Ishka tries to interest the Vorta Yelgrun in buying hypicate cream.



Quark compliments Hanok on his lobes to win the minister's trust.

regains Hanok's trust by simply relating the joy of infusing negotiations with scheming, greed, and ultimately, risk.

The outbreak of war with the Dominion brings Federation, Klingon, and Romulan forces together in a fight for the survival of the Alpha Quadrant. The Ferengi Alliance, however, chooses to remain neutral during the conflict, safe in the knowledge that this will

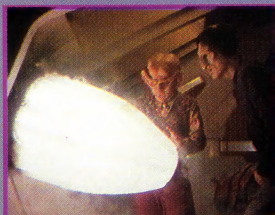
not incur the wrath of the victor at the end of the war. In 2374, however, a Vulcan transport ship is captured by Dominion forces. On board is Ishka, the mother of Quark and Rom, and the lover and secret financial advisor of Grand Nagus Zek. This turn of events is potentially catastrophic for the Alliance in general, and Zek in particular; without Ishka's business acumen his position as nagus will be in jeopardy.

Zek informs Quark of Ishka's plight, and demands that he rescue her, adding the incentive of 50 bars of gold-pressed latinum as a reward. Quark brings together a team of Ferengi that includes Rom, Nog, his cousin Gaila, former Ferengi Commerce Authority Liquidator

The Guide to the STAR TREK Galaxy

FILE 14 CARD 10

THE FERengi AND THE DOMINION



The Jem'Hadar fire a Karemma missile, which fails to explode inside the U.S.S. *DEFIANT*.

Quark travels to the abandoned space station EMPOK NOR hoping to exchange the captured Vorta, Keesan, for his mother, Ishka.



Choosing EMPOK NOR gives the Ferengi an added advantage, as the station's corridors are identical to the layout of DEEP SPACE NINE.

Brunt, and Leck, an 'eliminator' who cares little for latinum, but relishes the chance of engaging the Jem'Hadar in battle.

Ferengi warriors

Unfortunately, battle simulations in a holosuite prove that the Ferengi have little hope of overcoming the Jem'Hadar in a firefight, and Quark realizes that his only hope for success lies in resolving the mission in the typical Ferengi way — trade. As such, Captain Sisko arranges for Keesan, a Vorta taken prisoner by the Federation earlier that year, to be handed over to the Dominion in exchange for Ishka's safe return. Quark chooses the neutral ground of the abandoned Cardassian station *Empok Nor* as the

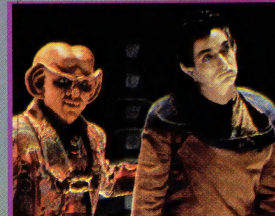
location for the handover.

When the Dominion forces meet with the Ferengi on *Empok Nor*, the Vorta, Yelgrun, is quick to recognize Quark's cunning, and states that "perhaps one day, the Ferengi will take their place as valued members of the Dominion."

Deception

The accidental death of Keesan complicates the mission, but Quark succeeds in retrieving his 'Moogie' by swapping the reanimated, but otherwise useless, Vorta captive for his beloved mother. After this deception, however, it is hard to see how Quark, and the Ferengi Alliance, will ever be able to trade with the Dominion again.

In the aftermath



Unfortunately, Keesan dies before the exchange begins.

of the Dominion war, the Ferengi Alliance looks likely to undergo significant changes in its attitude toward profit, a result of new laws passed by Zek and continued by his successor, Grand Nagus Rom. Among the Alpha Quadrant's many war-torn systems, Ferenginar and its colonies are left relatively unscathed by the long battle — a fact that further strengthens Ferengi power and influence in the region.

FOR THE ALPHA QUADRANT

Ferengi in the Dominion war

The Ferengi barkeep Quark is present when the Federation makes unwitting first contact with the Dominion on a Gamma Quadrant planet. Quark doubts the Vorta Eris's claim that she is also a Jem'Hadar prisoner when he easily removes her neck lock.

Ferenginar is officially neutral throughout the Dominion war, but several Ferengi make significant war contributions to the Federation's war effort. Quark's brother, Rom, suggests deploying self-replicating mines to prevent the Dominion from sending more Jem'Hadar ships through the Bajoran wormhole. During the Dominion-Cardassian occupation of *Deep Space Nine*, Quark and Rom also join Major Kira Nerys's resistance group.

In 2370, Captain Sisko and Quark are captured by the Jem'Hadar and have their first encounter with a duplicitous Vorta, Eris.



During the Dominion war some Ferengi find themselves on the front lines, such as Ensign Nog and Quark at the battle of AR-558.

Quark plays a key role in Major Kira Nerys's resistance group against the Dominion.

Captain's Chair and Bridge Consoles

For nearly a century, the Klingons have employed the same distinctive design for the command interfaces of the *Klingon Bird-of-Prey*. Low-level illumination and rusting metal surfaces are a far cry from the pristine bridges of *Starfleet* ships.

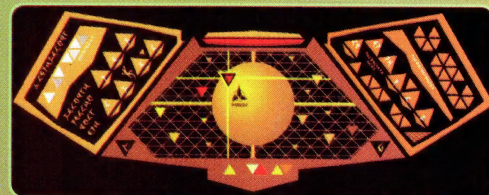
As befits their brusque yet proud warrior heritage, the Klingons have evolved a design ethic that fully suits their needs in terms of both form and function. The roughhewn, 'rustbucket' look of Klingon ships bears little outward resemblance to the clean lines of *Starfleet* design, but the technology's common purpose naturally gives rise to a number of functional similarities.

Many functions of ship command and control are universal to most humanoid spacefaring cultures: power distribution, navigation, helm, life support, communications, and – if the race is so inclined – research sensors and/or weaponry are all commonplace. Most such designs include the provision of a central senior command post for the ship's commander, and the Klingons are no exception to this trend.

Perhaps the most well-known Klingon ship

design is the warhorse *Bird-of-Prey*, which has been in use for nearly a century. For example, on one vessel led by **Commander Kruge** in 2286 (and later commandeered by **Admiral James T. Kirk**), the ship's captain sits at a high bridge station set on a platform above his crew, surrounded by officers working at consoles placed at much lower elevations. Sitting at this position, the commander can easily swivel 360 degrees in his chair and survey the entire bridge crew. In this design, only a single main forward viewscreen is included. In earlier times, many station graphics, and even all-text readouts, were often presumed to be propaganda direct from **Qo'noS** and aimed at keeping crews in line. It is not known to what extent this is still the case.

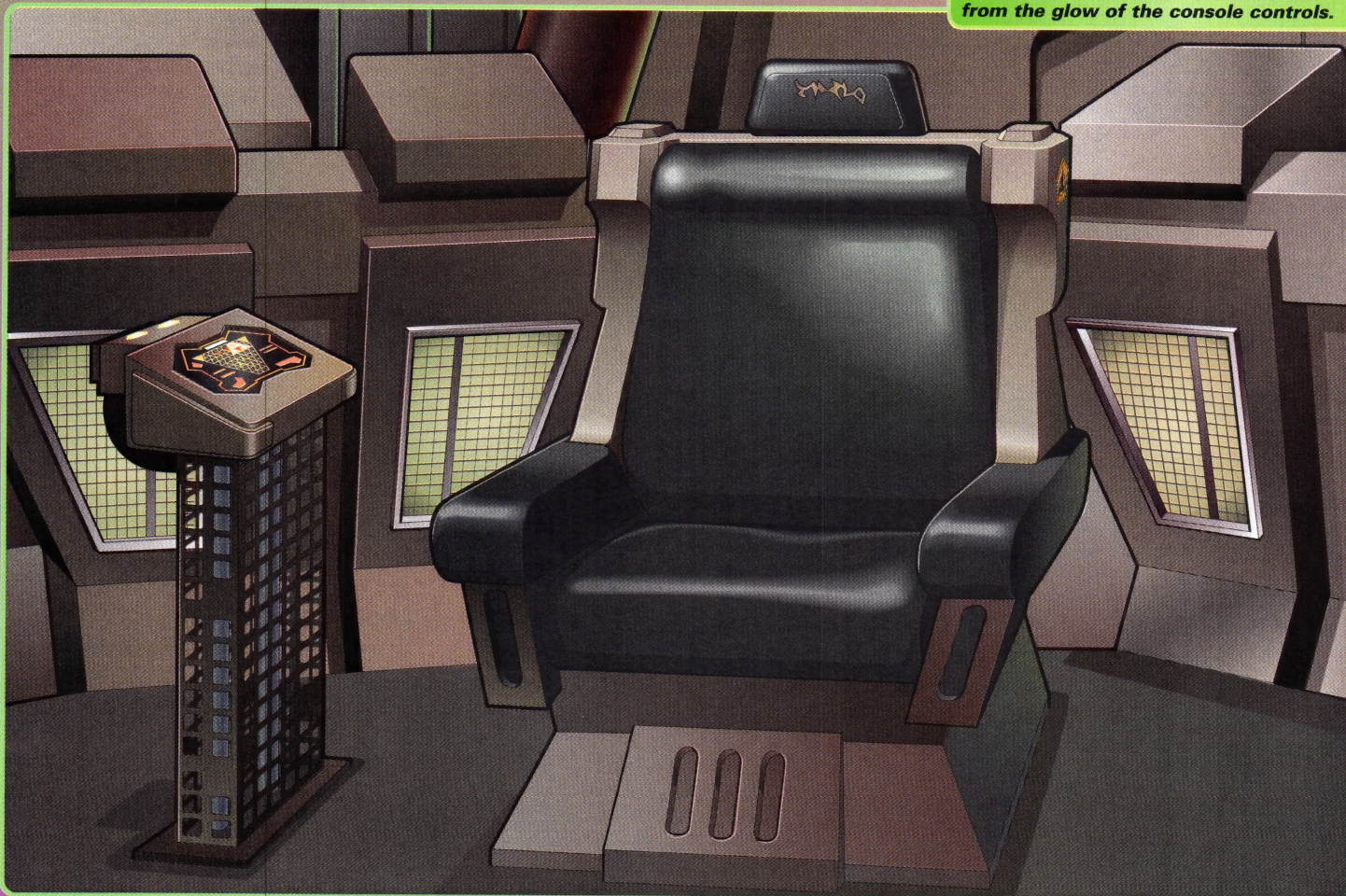
By the 2290's, the bridge layout gives way to a look that remains entrenched for the next century: a much darker, more cramped cockpit,



Klingon consoles have an elaborate angular design, but the data is clearly shown and easy to interpret.



Klingon bridges are dimly lit. Most of the illumination seems to come from the glow of the console controls.



Lighting is kept to a minimum on Klingon vessels, although some panels inset into stations provide additional illumination. Bridge consoles feature the race's favored angular design and, as with most cultures, the bridge design centralizes the captain's chair.

Captain's Chair and Bridge Consoles

in which the commander is separated only by an arm's length from his or her bridge crew. All stations are now placed on the same level regardless of rank.

Throughout these plan changes, some constants remain. Despite the primitive appearance of the equipment, Klingons employ touch-control interfaces in the same manner as Starfleet, albeit in perhaps less sophisticated arrangements. Chairs for bridge officers, when used at the more heavily crewed stations such as the helm, are massive and heavy but do swivel. The command chair is the bulkiest of all. Some stations, such as engineering and others

less crucial in battle, typically require their operators to stand. Comfort is not a factor on Klingon vessels, and the race's durable constitution ensures that fatigue becomes a problem only in extreme cases. In more recent *Bird-of-Prey* bridges, eyelines are kept low, with monitors at a minimum height for seated crew.

Made to fit

As Klingons are similar in size and shape to humans, the consoles and bridge layout is not too different from that found on a typical Federation vessel. The main difference is that Klingon bridges are decked out in the race's trademark style which, to many other cultures, looks more like a junkyard than a working environment.

Surprisingly, Klingon workstations are as interchangeable and adaptable as their Starfleet counterparts. Aboard **General Martok's** one-time flagship the *I.K.S. Rotarran*, for example, stations for at least helm, engineering, and weapons are reconfigured and changed within a year. Such flexibility would seem to be at odds with the Klingon stereotype, although this design philosophy appears to have been in use for some time. A century earlier, the bridge of Commander Kruge's commandeered *Bird-of-Prey* is completely redesigned by Federation personnel during a three-month stay on **Vulcan**. The changes include abandoning the circular, high-center look in favor of a more human-style design. Angular consoles are changed to face the forward viewer, while various stations acquire monitors for additional data displays.

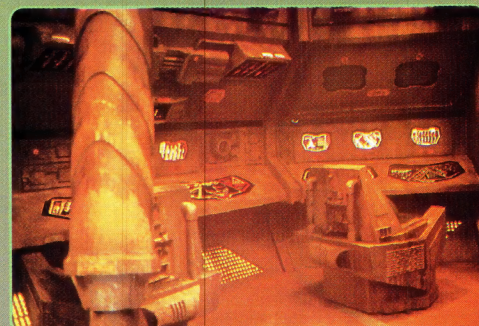
Angular design

As reflected in everything from the Klingon alphabet to the race's jewelry, daggers, and sidearms, two-dimensional interfaces – such as instrument panels and output monitors – follow an angular design. The standard monitor silhouette is a keystone-like combination of elaborate reverse angles, very different to the simple rectangle of Starfleet consoles.

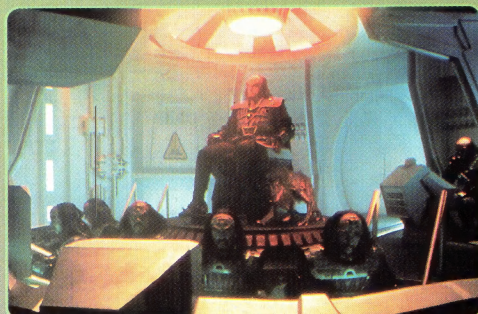
One major difference seen among various *Bird-of-Prey* bridges is the commander's



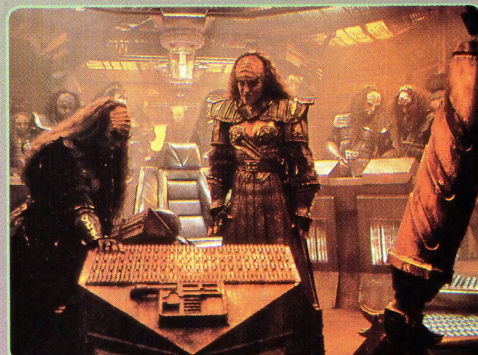
Later bridge designs are constructed within a smaller area. All personnel are positioned on the same level.



Unlike the clean, almost sterile look of Starfleet starships, Klingon vessels favor a 'junkyard' feel.

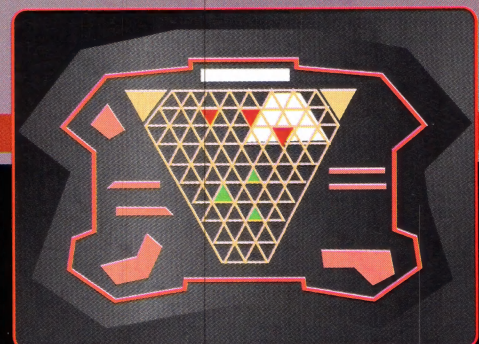


In earlier Klingon designs, the captain's chair is elevated high above the rest of the crew stations.



Klingon vessels are not designed for comfort. Most personnel are required to stand at their station consoles.

preference for weapons targeting and control. Some Klingons, including General Martok, favor a simplified console controlled by a subordinate, but many prefer to take a more hands-on approach. For these captains, ranging from notorious figures such as **Captain Klaa** to the infamous **Duras** sisters, a gunner's eyepiece is installed over their station to drop down when required for manual target sighting and firing – allowing the commander of the vessel the full pleasure of victory.



Klingon interface control panels have an irregular, angular design.

The segmented design allows the triangles to depict enemy or allied ships, or different areas of space.

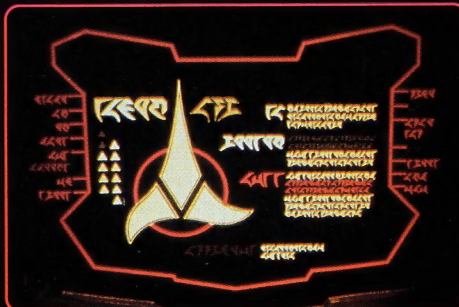
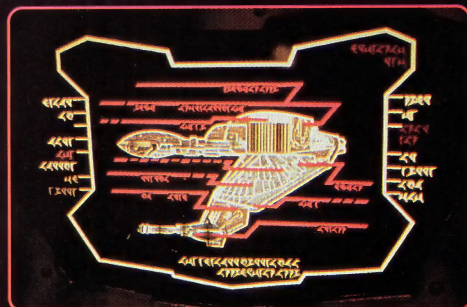
KLINGON CONSOLES

Simple to use

In control graphics, an echo of Starfleet functions can often be seen despite the gulf between the two cultures. For example, scanner output, superimposed on a locator map, is an obvious and common design need, although in the case of the Klingons the grid is a clump of triangles rather than squares. Damage control can be easily spotted on a schematic of the vessel, sometimes separated into major ship sections for ease of display. Familiarization monitors still use basic breakdowns of the vessel in question, with identification labels eliminating confusion among even the most inexperienced crews.

Vessel diagnostics are displayed on Klingon consoles in a clear and easy-to-read fashion.

Many Klingon consoles combine visual displays with large areas of textual information.





FILE 48 KLINGON PERSONNEL

Martok on DEEP SPACE NINE: PART 2

The tribulations of war and politics often make for unlikely alliances which can, on occasion, lead to strong friendships. One such relationship develops between General Martok and the Federation-Bajoran crew of *Deep Space Nine*.

In the months that follow his posting to station *Deep Space Nine*, the renowned Klingon warrior General Martok soon earns the respect and trust of his new Federation and Bajoran colleagues. Martok heads a garrison of troops posted to *Deep Space Nine* from his command ship the *I.K.S. Rotarran*, a weather-beaten and steadfast *Klingon Bird-of-Prey*.

Even after Martok earns promotion to supreme commander of the Ninth Fleet, by scoring numerous victories over forces of the Cardassians and the Jem'Hadar, the general still maintains his ship and its crew. He ventures onto *Deep Space Nine* only for meetings with Captain

Benjamin Sisko, or events such as the wedding of Worf, an adopted member of the House of Martok, to Jadzia Dax.

Like all Klingons, Martok shares the burning blood and lust for battle of his forefathers; combined with a keen analytical mind adept at military strategy, this makes him a valuable ally and formidable opponent.

The best compromise

One of the things that makes Martok such a good leader is his ability to see reason. In late 2374, he even overcomes his deep dislike for the new alliance between the Federation-Klingon forces and the Romulan Star Empire in order to lead an all-out

PROFILE ON A LEADER

PREVIOUS STATUS: Supreme commander of the Ninth Fleet, captain of the *I.K.S. Rotarran*, commander of the Klingon garrison stationed at *Deep Space Nine*, honored member of the Order of Hahless.

CURRENT STATUS: Chancellor of the Klingon Empire.

VICTORIES: In 2374, Martok pushes back Dominion-Cardassian troops at the Chin'toka system. In 2375, he destroys the Dominion's *Monac Shipyards* in Cardassian space.

SUCCEEDS: Chancellor Gowron [deceased].



General Martok is a loyal Klingon patriot and a formidable warrior. Time and again, he has proved his skill as a leader in battle, and he gladly helps the Federation to turn the tide against the invading Dominion forces.

Honor

General Martok launches a daring mission to honor Jadzia's memory.

attack on the Chin'toka system, deep within Cardassian space. The odds in this battle are fearsome, but Martok's troops fight hard, enabling Sisko and the crew of the *U.S.S. Defiant NX-72405* to turn the tide against the enemy defenders.

The general clearly understands that the way of the warrior is not all glory and fire, and the frailty of life is brought home to him when Jadzia Dax, now a member of Martok's house

by marriage, is murdered by Gul Dukat in late 2374. As a mark of respect for Jadzia, whom Martok admired as a noble soul and warrior in her own right, the general offers Worf the use of the *Rotarran* to help him honor his late wife's memory.

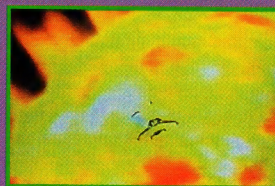
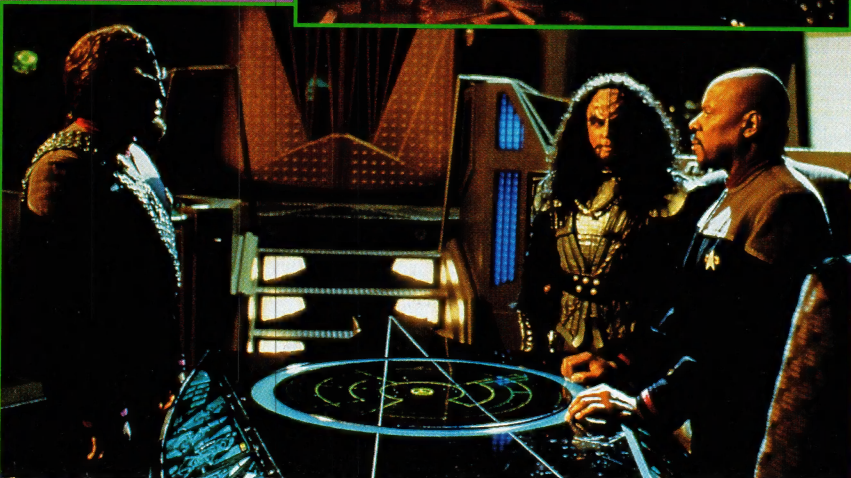
In the early months of 2375, Worf plans a dangerous hit-and-run mission deep into Dominion-held territory. The mission has two objectives – the first is to locate and destroy a heavily fortified Dominion shipyard; the second is to score a victory in Jadzia's name, so that the gates of *Sto-Vo-Kor* are illuminated and her spirit is allowed to enter the realm of the honored dead. Under Martok's expert command, Worf and the *Rotarran's* crew employ a risky tactic to defeat their enemy. The *Rotarran* skims the surface of a nearby star and causes a colossal plasma ejection, which destroys the Jem'Hadar

MARTOK THE WARRIOR



Good leader

General Martok's leadership abilities earn him the respect of his Federation colleagues Captain Sisko and Admiral Ross.



Into the fire

The mission to destroy the MONAC SHIPYARDS is a dangerous one, but Martok and his crew are successful.

Planning strategy

Martok discusses strategy against the Dominion aboard space station DEEP SPACE NINE.



Martok on DEEP SPACE NINE: Part 2



forces and obliterates the Dominion shipyard. For Martok, risking his life in such a perilous endeavor is part and parcel of his duty as a warrior of the Klingon Empire.

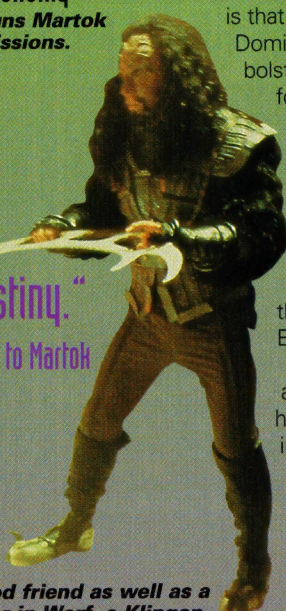
As 2375 draws to a close, the war with the Dominion and its Cardassian allies increases in tempo. Martok's ships

★ Political enemy

Gowron assigns Martok to suicidal missions.

"Hail Martok!
Leader of the
Empire!
Leader of Destiny."

— Worf to Martok



★ Good friend

Martok finds a good friend as well as a loyal second officer in Worf, a Klingon who is also a Starfleet commander.

are constantly on the front lines of the conflict, scoring countless victories and pushing the line forward into enemy space, but when the Dominion **Founders** ally themselves with the **Breen**, the tide of the war once more turns against the Federation-Klingon-Romulan alliance. The general eventually finds himself facing threats

on two fronts – the first is that of the Dominion, bolstered by the forces of the Breen, but the second is more insidious and deadly, coming from within the Klingon Empire itself.

Martok and Worf, his second in command, realize that the missions their soldiers are being given by **Klingon High Command**

are growing progressively more risky, as Gowron pushes the general's Ninth Fleet into situations where the odds are heavily stacked in the enemy's favor. As a Klingon patriot, Martok accepts these tasks without complaint and uses his fine tactical skills to win the day. Worf, however, comes to believe that Gowron is needlessly risking the general's life in suicidal missions. Even though the general has solely been concerned with waging and winning the war, his victories have granted him heroic status back on **Qo'noS**, the Klingon homeworld, and the High Chancellor appears to resent Martok's rise in popularity.

Political games

In 2375, Gowron grants Martok the honor of becoming a member of the **Order of Kahless**, and the general's Federation colleagues, Captain Sisko and **Admiral Ross** attend the ceremony. After the event, however, Gowron announces that he is taking over Martok's command



★ Change of leadership

Martok refuses to oppose Chancellor Gowron, but Worf kills him in a duel.

and assigns the general to the outnumbered Klingon fleet inside Dominion territory.

New chancellor

Worf is unwilling to stand by and let his comrades be put in mortal danger simply for Gowron's political gain. The commander publicly challenges Gowron's leadership, and kills him in a duel. Worf turns down the chance to take up the mantle of chancellor himself, handing rulership of the empire to the one Klingon who has proven himself a worthy leader – General Martok.

HARD LESSONS

Old rivals

In 2375, General Martok comes into conflict with Worf when the commander tries to secure a military posting for Kor, an ageing war hero from the earliest days of the present Klingon Empire, on one of the ships in Martok's Ninth Fleet. Kor claims that he is unable to find his own way in the war against the Dominion; his numerous enemies have conspired to deny him the chance of dying a glorious death in the heat of battle. Martok freely admits that he too holds a hatred for the controversial warrior – in his youth, he was prohibited by a younger Kor from becoming an officer because of his common birth and lack of noble blood, and views the old man's exile as poetic justice. The general is enraged and irritated when Worf

goes against his wishes and assigns Kor to the post of third officer aboard their current warship, the **I.K.S. Ch'Tang**. At first, the decades-old rivalry between Martok and the war hero is barbed and vicious, but Kor eventually proves his worth to the **Ch'Tang** crew by giving his life to save them from a Dominion attack, leading Martok to reflect on the nature of honor and courage.

▶ Resentment

Martok has resented Kor all his life, for denying him the right to become an officer because of his common birth.

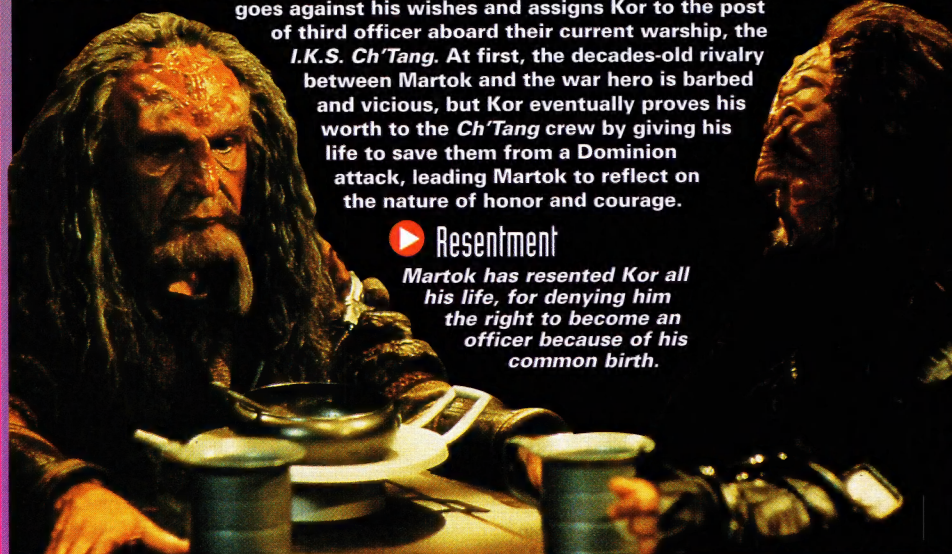


◀ Tension

Worf is torn by his friendship to Kor and his loyalty to Martok, but he still assigns Kor to the general's ship, the I.K.S. CHANG.

▼ Too old

Kor has had a long and noble career as a Klingon warrior, but he feels he has lived too long, and desires to die in battle.



FILE 43 STARFLEET PERSONNEL

Dr. Lewis Zimmerman

Dr. Lewis Zimmerman is the supremely self-confident designer of the Emergency Medical Hologram and the Long-term Medical Hologram. The holographic doctors are undeniably brilliant creations, but like their designer, they are not programmed for politeness or diplomacy.

The creator of the EMH, or **Emergency Medical Hologram**, is the renowned **Dr. Lewis Zimmerman**. Based at the **Hologramming Center on Jupiter Station**, Zimmerman's team, which includes **Lt. Reginald Barclay**, is currently working on the successor to the EMH, the **LMH** or **Long-term Medical Hologram**. Intended as a backup should a ship's chief medical officer become incapacitated, the EMH's sophisticated **multitronic** pathway programming stores the knowledge of more than half a million medical treatments, contingency programs, adaptive treatments, information from 2000 medical references, the experience of some 47 physicians, and the medical knowledge of 3000 cultures – in total, some 50 gigaquads of data. The EMH can actually replace a ship's doctor for a short period of time.

As interesting as the idea of replacing doctors may sound, Dr. Zimmerman has no illusions about the EMH. To him it is nothing more than a technologically sophisticated tool. Most people readily interact with the holographic doctor as if it were a real person, but Zimmerman himself treats his creation as nothing more than a collection of personality subroutines. The scientist would likely agree with one **Starfleet** captain's observation that the EMH has more in common with a **replicator** than a real doctor.

Exact copy

The EMH does have a great deal in common with one real doctor, however. Its physical template and personality routines are derived from its creator's own appearance and personality. From the moment the holographic doctor comes to life – uttering the standard phrase "Please state the nature of the medical

PROFILE ON ZIMMERMAN

NAME: Zimmerman, Lewis

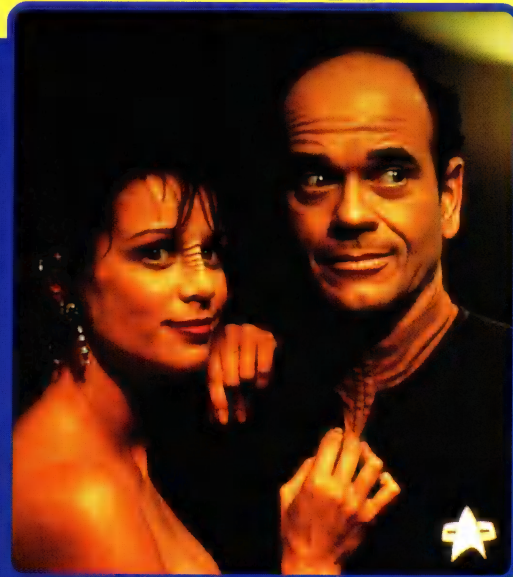
LIFE FORM: Human male

STATUS: Doctor, based at the Hologramming Center on Jupiter Station.

ACHIEVEMENTS: Zimmerman designed the Emergency Medical Hologram and the Long-term Medical Hologram.

REMARKS: Dr. Zimmerman is a brilliant scientist and inventive designer, but his bedside manner leaves a lot to be desired.

FIRST SEEN: 'Dr. Bashir, I Presume', [DS9]



▲ In 2373, Dr. Lewis Zimmerman travels to DEEP SPACE NINE to conduct research for his latest creation – the LMH. He intends to use Dr. Julian Bashir as a personality template, and so interviews many of Bashir's family and friends – including his ex-girlfriend Leeta.

LMH INVESTIGATIONS

★ Personality profile

Dr. Zimmerman prepares an extensive personality profile of Dr. Bashir, for his new EMH matrix.



★ Improvement

Zimmerman intends for his new LMH program to have a more rounded personality profile.



★ Difficult

Despite his scientific genius, Zimmerman appears to know nothing about dealing with people. He comes across as aloof and rude.

★ Colleague

Lt. Reginald Barclay works with Dr. Zimmerman on JUPITER STATION, helping the scientist to design the holographic doctors.

emergency" – it displays a blunt approach to medicine that clearly reflects Zimmerman's own prickly personality.

In 2373, Dr. Zimmerman travels from *Jupiter Station* to *Deep Space Nine*, as part of his ongoing work on the new LMH project. The scientist hopes that the LMH will prove invaluable in situations where, for reasons of remoteness or lack of space, it is impractical to keep a living medical officer on staff. For example, deep space exploration vessels or remote **subspace** relay stations are the sort of places where the LMH could be employed. It would be expected to interact professionally with other crew members, so Dr. Zimmerman sets about creating a more

OTHER CARDS IN THIS FILE...

59 LT. COMMANDER SHELBY
63 BRUCE MADDOX
65 LEAH BRAHMS

SEE OTHER FILES...

STAR TREK:
DEEP SPACE NINE.....File 70
STAR TREK: VOYAGERFile 71

Dr. Lewis Zimmerman

"Why is everyone so worried about holograms taking over the universe?"

— Dr. Lewis Zimmerman

rounded personality profile for his next model. **Starfleet Medical** single out *Deep Space Nine's* chief medical officer **Dr. Julian Bashir** as a suitable physical and psychological template for the new holodoctor, and Zimmerman prepares an extensive personality profile based on interviews and questionnaires with Bashir, his colleagues, and his family.

Unsympathetic

It is interesting to note that Zimmerman's detached attitude toward his holograms seems at times to be very similar to the bedside manner he adopts for his human test subjects. He gives no thought to the fact that his probing of Dr. Bashir and his friends might cause his subject some discomfort. When Julian specifically asks that his parents not be included in the survey, Zimmerman appears sympathetic to the request, but then swiftly brings **Richard** and **Amsha Bashir** to *Deep Space Nine* for an interview. The holoscientist clearly believes that the importance of the LMH project takes precedence over the wishes and emotions of others.

The doctor appears to take a similar approach to romance. During his stay on *Deep Space Nine*, Dr. Zimmerman becomes attracted to a **dabo girl** working in **Quark's bar**. When he learns that the woman in question, a **Bajoran** named **Leeta**, was once intimate with Dr. Bashir, Zimmerman uses the excuse of an LMH interview to get closer to his new love interest. Leeta is flattered by the scientist's romantic overtures, and even considers returning with him to

Jupiter Station, where he has arranged a job for her managing the station's café. In the end, Leeta declines Zimmerman's offer, preferring to stay with the real love of her life, the **Ferengi** named **Rom**. Zimmerman accepts Leeta's rejection and moves on to the next target for his affections.

Last resort

Many Starfleet doctors remain skeptical about the usefulness of an EMH; for example, **Dr. Beverly Crusher**, of the **U.S.S. Enterprise NCC-1701-E**, only activates her holographic assistant in the most dire emergencies, such as a **Borg** incursion into the starship's sickbay. Even so, there is no questioning the brilliance behind the EMH design, or its potential to save lives in the most drastic of situations. Dr. Zimmerman himself would most likely be the first to agree with this positive endorsement.

★ Blunt manner

Zimmerman treats his holographic creations as objects, turning them on and off without warning, and cutting them off in mid-sentence.



★ Fast mover

Zimmerman becomes attracted to Leeta and wastes no time in making romantic overtures to the dabo girl.

HOLOGRAPHIC ZIMMERMAN

The real doctor

In 2372, the Emergency Medical Hologram of the **U.S.S. Voyager NCC-74656** suffers from delusions. A projection of Lt. Reginald Barclay tries to convince him that he is the real Dr. Zimmerman, trapped in a malfunctioning holodeck. The Doctor also encounters a representation of Kes, who claims she is his wife. Fortunately, *Voyager's* crew are able to rescue the Doctor's program, and Captain Janeway explains that his delusions were caused by a radiation surge.

Later, in 2373, the Doctor's memory circuits begin to deteriorate. The ship's chief engineer, B'Elanna Torres, activates the EMH's diagnostic program in order to 'cure' the Doctor. This program features a holographic version of the EMH's creator, Dr. Lewis Zimmerman. B'Elanna and Kes find the hologram to be as unsympathetic and blunt as the Doctor was when he was first activated on board *Voyager* two years before. The diagnostic Zimmerman concludes that the Doctor's

memory is failing because he has been active for too long, and has devoted too much time to developing his personality. The problem is solved by grafting the matrix of the diagnostic program into the Doctor's, thus saving his failing memory.

◀ Diagnostic matrix

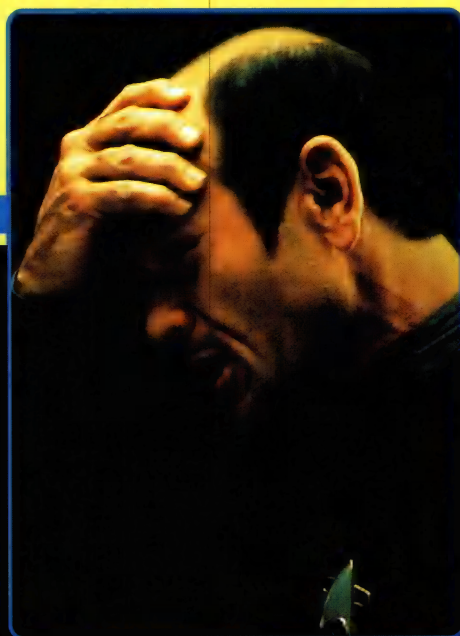
Kes finds the Zimmerman backup program to be as blunt as the Doctor was when he was first activated.

▶ Confused

In his holographic fantasy, the Doctor encounters a version of Kes, who claims that she is his wife. The EMH is confused about whom he can trust, as in reality Kes is a good friend.

▲ Delusions

In 2373, **U.S.S. VOYAGER's** EMH suffers an identity crisis. Trapped in a holographic delusion caused by a radiation surge onboard, the Doctor is led to believe that he is the real Dr. Lewis Zimmerman.



Kivas Fajo

Kivas Fajo is an ambitious and ruthless merchant trader. He demands total loyalty from those in his employ, and will stop at nothing to get what he wants.

Anyone planning to make a deal with the **Zibalian** trader **Kivas Fajo** would be well advised to keep one hand on his or her credits and the other on a fully charged **phaser**. Those who own rare and valuable articles should also double-check their security system when Fajo is around. For beneath his mild facade, Kivas Fajo is a ruthless and unscrupulous collector, constantly in search of unique or rarefied items to add to his impressive collection.

Risk taker

Fajo is a member of the **Stacius Trade Guild**, the owner of the trading ship **Jovis**, and a Galactic merchant who has been very successful over 14 years of transactions. Part of Fajo's success comes from his willingness and ability to carry products deemed too dangerous to handle by other traders, such as the highly unstable compound **hytritium** that must be carried in precisely controlled conditions. The merchant also deals in less volatile, but still profitable cargo such as the **Tellurian** spices valued by the **Andorians**. Fajo is a versatile dealer and does not seem to have a set trade route; he simply goes wherever there is a chance for profit.

Fajo gives conflicting accounts of his childhood. He sometimes claims that his boyhood was wasted in a desperate life on the streets of **Zibalia**, but he has also said on other occasions that his father was a wealthy thief. The

latter seems to be more likely. Educated on the planet **Iraatan V**, the highly intelligent Fajo has a good command of technical matters: he knows which solvent can dissolve a uniform's fabric without affecting the wearer's skin, and how to use a proximity-actuated field – a security device that impedes **positronic brain** flows. He claims that his ship's sensors are primitive compared to those on a **Starfleet** vessel, but he makes use of sophisticated technology such as doors that are almost impervious to the use of force, and locks geared to respond only to galvanic skin responses and DNA patterns.

Fajo has the resources, ability, and lack of morals to create a sudden, artificial **tricyanate** contamination in

PROFILE ON KIVAS FAJO

NAME: Kivas Fajo

LIFE FORM: Zibalian male

OCCUPATION: Galactic merchant for the past 14 years.

QUALIFICATIONS: Member of the Stacius Trade Guild.

COLLECTION: Fajo's collection includes the Rejac crystal, Van Gogh's 'Starry Night,' the 'Lawmim Galactopedia,' the Moliam Anditapestry, Leonardo da Vinci's 'Mona Lisa,' a specimen of an extinct race, a Mark Off-Zel vase, and four Veltan sex idols.

FIRST SEEN: 'The Most Toys' [TNG]



▲ In 2366, Lt. Commander Data temporarily falls into the clutches of the ruthless and greedy merchant Kivas Fajo. The trader is a collector of unique items and wants to add Starfleet's only known sentient android to his collection.

RUTHLESS THIEF



★ Cunning

Fajo contaminates the water of Beta Agni II with tricyanate, in order to sell his hytritium to the U.S.S. ENTERPRISE.

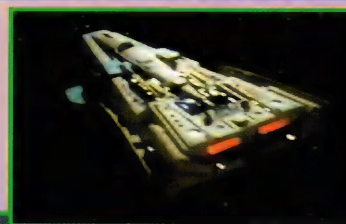


★ Well-known trader

Even Starfleet has been known to deal with the mercenary Kivas Fajo.

★ The Jovis

Kivas Fajo is the owner of a small, modest Zibalian trading ship, the JOVIS. The vessel can reach warp 3.



★ Kidnapper

In 2366, Kivas Fajo abducts the U.S.S. ENTERPRISE's unique android officer, Data, and brings him aboard the JOVIS.



Kivas Fajo

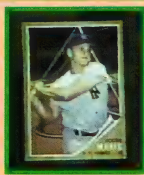
★ Precious items

Kivas Fajo loves to hoard beautiful and rare items, such as a Mark Off-Zel vase.



★ Show-off

Fajo enjoys displaying his collection of antiques, to guests aboard the JOVIS.



★ Prizes

One of Kivas Fajo's favorite possessions is a 1962 Roger Maris baseball card.

the water supply of the **Beta Agni II colony**, simply to create a demand for his cargo of hytritium, which can be used to combat the pollution.

Unique pieces

In other circles, Fajo is well known for his intense interest in collecting unique items. His well-guarded private collection spans a wide range of categories ranging from sculpture, paintings, and other forms of artwork from diverse cultures, to technological items, historical artifacts, and unique life forms.

Fajo's Starfleet biographical record cites possessions such as the **Rejac crystal**, Van Gogh's 'Starry Night', the '**Lawmim Galactopedia**', and the **Moliam Andi-tapestry**, but there is much more to his collection than this. The trader also possesses the 'Mona Lisa' by Leonardo da Vinci, a female **laping** (the only known living specimen – the race is otherwise believed to be extinct), a vase created by **Mark Off-Zel** from **Sirrie IV**, at least one painting by Salvador Dali, and four **Veltan sex idols**. One of his most prized items is a 1962 baseball card of Roger Maris, complete with the

★ Murderer

Fajo has no qualms about inflicting a painful death upon his long-time assistant **Varria**, using an illegal **Varon-T disruptor**.



"I know, I know. What I've done is evil, selfish, immoral, unprincipled, illegal. Well, I've learned to live with it." — Kivas Fajo to Data

carefully preserved scent of the bubble gum with which the card was originally wrapped.

Illegal activities

Not all of these items were obtained by legal means; in fact, most of the items in Fajo's collection have rightful owners scattered throughout the Galaxy. In addition, his possession of four of the five manufactured **Varon-T**

disruptors is illegal by its very nature, since that weapon has been banned by the **Federation**.

Fajo maintains contact with a circle of acquaintances and friends, such as **Palor Toff**, who are also collectors. He takes great pleasure in entertaining them and showing off his latest and most notable pieces. His knowledge of rare things is as extensive as his technical know how, and he is not reticent about showing off that knowledge. This can take the form of bragging about the history of one of his items, or perhaps pointing out that **Ferengi** agents add pearls to the Veltan sex idols to increase their value. The egotistical Fajo also takes pleasure in boasting that he has more Veltan sex idols than his rival, Toff.

Master of manipulation

Like many traders, Fajo is a skilled judge of what motivates other beings, and an equally skilled manipulator of their actions. He shrugs off his own moral principles, but is adept at discerning the ethical conflicts of others and using them to his own advantage. He does make mistakes, however. In 2366, Fajo's elaborate but unsuccessful attempt to permanently add the **U.S.S. Enterprise NCC-1701-D's Lt. Commander Data** – the only known sentient android still in operation – to his extensive collection backfires, and results in his arrest on charges of murder, kidnapping, and theft. Fajo falsifies Data's death in a shuttle explosion so that the android's **Enterprise**

colleagues will not search for him. It does not take the crew long to discover the truth, however. Fajo is caught and detained in the brig of the **Enterprise**; his collection is confiscated and the items returned to their legal owners.

It is difficult to imagine that any sentence the Federation could impose would be more painful to Fajo than the loss of his carefully obtained prizes. Nevertheless, the Ferengi-like merchant maintains his arrogance even in the face of almost certain legal retribution. Barring an unlikely change of heart, it is most likely that Kivas Fajo will attempt to rebuild his collection at some point.

★ Unique creation

The sentient android **Data**, created by the ingenious **Dr. Noonien Soong**, catches Kivas Fajo's attention. The trader decides to add **Data** to his unique collection.



LOYALTY BETRAYED

Punishment

Kivas Fajo expects instant obedience from those who serve him aboard the **Jovis**: when he snaps his fingers, his crew jumps. The merchant ensures the loyalty of the crew by offering lavish rewards – but he deals out equally lavish punishments for betrayal. Fajo claims that he has made the dreams of his chief assistant, a woman named **Varria**, come true, and so won her trust. Unfortunately, Fajo does not reciprocate this loyalty. In order to get the **U.S.S. Enterprise's Lt. Commander Data** to accede to his demands, Kivas Fajo is willing, without any apparent regret, to threaten **Varria's** life merely to get the android to sit in a particular chair. Despite their long association, her employer's cruelty motivates **Varria** to aid the android in an escape attempt. Sadly, Fajo foils **Varria's** plan and unhesitatingly kills her with one of his **Varon-T disruptors**. Fajo tells **Data** that this is the price his crew pay for disobedience.

▶ Loyal employee

Varria has been a loyal assistant to Kivas Fajo for 14 years, but he is willing to kill her in a second.



▶ Captive

When **Varria** states to **Data** that no one aboard the **JOVIS** would dare disobey **Kivas Fajo**, the android cleverly points out that she is as much a captive of the Galactic merchant as he is.

Starfleet Uniforms: 2373

The threats posed by the **Borg** and the **Dominion** usher in a new period of conflict for **Starfleet**, prompting a move to a utilitarian uniform suitable for combat situations.

The early years of the 2370's are a difficult period for the **United Federation of Planets** and **Starfleet**. History has always seen missions of peaceful exploration, and friendly diplomatic overtures, punctuated by periods of conflict and hostility, but now the growing possibility of direct attacks by the **Delta Quadrant-based Borg** and the **Gamma Quadrant Dominion** forces **Starfleet Command** to reevaluate its position. As a result, new starships developed during this period move away from the

family-friendly generational ships favored in recent decades, and the uniforms worn by their crews also take on a more militaristic aspect.

Ready for battle

In the past, Starfleet uniforms have often been designed in bright, primary colors that have aided visual identification and helped landing party members to keep sight of one another when surveying the landscapes of new worlds. The new uniform designs take into account the fact that away missions are now as likely to be military missions as scientific

Non-commissioned staff such as **Chief of Operations Miles O'Brien** wear the same uniform as officers.



The practical design of the new uniform is ideal for any situation, from hazardous away missions to treating patients in a starbase infirmary.



DUTY UNIFORM: COMMAND
RED UNDERSHIRT

As worn by **Captain Jean-Luc Picard**.



DUTY UNIFORM: SCIENCE
BLUE UNDERSHIRT

As worn by **Dr. Julian Bashir**.



DUTY UNIFORM: COMMAND
GOLD UNDERSHIRT

As worn by **Commander Geordi La Forge**.

Starfleet Uniforms: 2373

surveys, such as the prolonged defense of the captured Dominion communications array at outpost **AR-558**. At such times, it may be more important for personnel to remain hidden in the shadows, and a darker color scheme is therefore adopted.

Versatile design

The new uniforms retain the traditional black trousers, but the tunic jacket no longer has the primary-colored shoulder section of the previous design. This has been replaced by a dark gray padded section. The color-coding used to differentiate the duty divisions is retained on the undershirt, of which only a few centimeters of the collar are visible, and on a thin band around the wrists. Even the shades used for these colors is more subdued, favoring dark crimson, mustard, and gray-blue over the scarlet, gold, and pale blue seen in previous outfits. Material is heavier than in past designs, reflecting the rougher situations

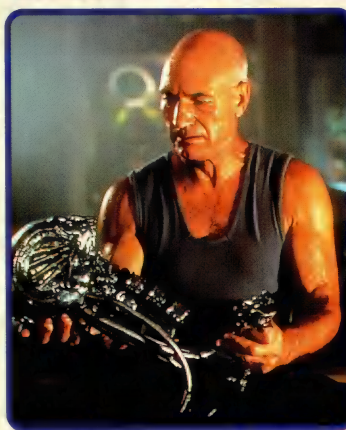
▶ **Worf and Ezri Dax take off some of the layers of their duty uniforms while being held captive by the Breen during the Dominion war. Ezri wears the gray t-shirt variant as her final layer.**

personnel may encounter; prolonged ground battles to secure and hold strategic locations are as likely as starship dogfights.

In keeping with the need for versatility, the uniforms are designed to be easily modified to cope with changing environments. The standard duty uniform worn during normal starship operations actually consists of four layers: a gray vest or t-shirt, a long-sleeved undershirt colored-coded according to the wearer's duty division, a black and gray waistcoat, and the black and gray tunic jacket. Both sexes, and all ranks, wear the same style of uniform; line officers, non-commissioned officers, and enlisted crew are differentiated only by the rank pips worn on the protruding collar of the colored undershirt.



▶ **Captain Jean-Luc Picard removes the top layer of his uniform when the temperature aboard the U.S.S. ENTERPRISE is raised by Borg invaders. In total, his uniform consists of four separate layers.**



▶ **As Picard's battle with the Borg Queen becomes more heated, he eventually strips down to the last layer of his uniform – a utilitarian gray vest.**



UNDER-LAYER 1
WAISTCOAT OVER DUTY SHIRT



UNDER-LAYER 2
COLOR-CODED DUTY DIVISION SHIRT



UNDER-LAYER 3
GRAY VEST OR T-SHIRT



FILE 77 STAR TREK VI: THE UNDISCOVERED COUNTRY

STAR TREK VI: THE UNDISCOVERED COUNTRY

Part 4 Captain Spock moves a step closer to the truth about Chancellor Gorkon's assassination. Meanwhile, a show trial on the Klingon homeworld sees Captain James T. Kirk and Dr. Leonard McCoy sentenced to the dilithium mine on the penal colony of Rura Penthe.

STAR TREK VI:
THE UNDISCOVERED
COUNTRY

"[Captain Kirk's] record shows him to be an insubordinate, unprincipled, career-minded opportunist."

— General Chang to the court

Present at the trial of **Captain James T. Kirk** and **Dr. Leonard McCoy** are **Azetbur**, daughter of the deceased **Chancellor Gorkon**, and **General Chang**, who is acting as prosecutor. **Colonel Worf** is the defense attorney. Chang's impassioned opening address is followed by the testimony of a witness wounded aboard **Kronos One**. Watching on the **U.S.S. Enterprise NCC-1701-A** viewscreen, **Captain Spock** is intrigued by a reference to the magnetic boots worn by the intruders.

Chang turns his questioning to Dr. McCoy, asking him his current medical status. McCoy answers that he has been chief medical officer aboard the *Enterprise* for 27 years. Chang insinuates that McCoy drank heavily at dinner and tries to link this to his inability to save Gorkon, but McCoy protests that he lacked the anatomical knowledge needed to save a near-dead **Klingon**. Chang concludes simply that the doctor was incompetent, deliberately or otherwise.

Incriminating evidence

General Chang then tells the court that Captain Kirk's actions were a calculated revenge for the death of his son eight years before. He underscores this with a recording from the captain's personal log, revealing his animosity. Aboard the *Enterprise*, Spock and **Lt. Valeris** exchange glances — how was this recording obtained? On Earth, the President of the **Federation** knows this will seal the fate of the accused men. Worf protests that Kirk's political views are not on trial; Chang responds that they are at the very heart of the matter.

The prosecutor drives home his argument by painting Kirk as a defiant misfit who constantly takes matters into his own hands. He even cites the captain's demotion from admiral some years back as evidence. Kirk accepts this quietly, aware he is being set up. Likewise, as captain of the offending vessel, he knows he must accept responsibility for the actions of members of his crew. **Captain Sulu** of the **U.S.S. Excelsior NCC-2000** grimly watches the trial on his viewscreen and sends a message to the *Enterprise* that this ship stands ready to assist.

Kirk and McCoy are found guilty to thunderous acclaim. Worf begs the council to take into consideration the fact that the

ON SCREEN...



1 Captain Kirk and Dr. McCoy arrive in the courtroom via a raised platform. A shaft of light shines down on the accused as the raucous Klingons wait for the trial to begin.



2 From the bridge of the U.S.S. ENTERPRISE NCC-1701-A, Captain Spock watches the unfolding events in the Klingon courtroom with typically stoic reserve.



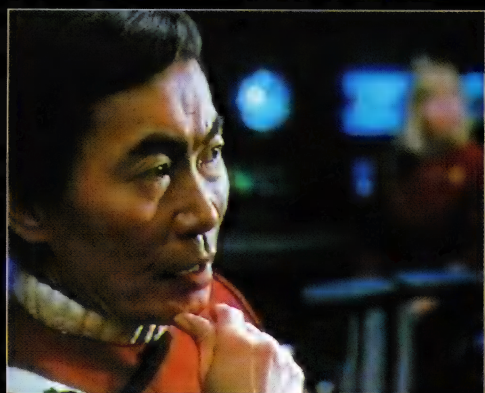
3 Dr. McCoy finds his abilities brought into question by Chang. The Klingon suggests that McCoy had consumed rather too much Romulan ale on the evening in question.



4 Kirk is shocked to hear his personal log being played to the court. His anti-Klingon comments prompt the assembled crowd to go wild with shouts of his guilt.



5 In his office in Paris, the Federation President shows his disgust and frustration at the 'show trial' unfolding in the distant courtroom.



6 On the bridge of the U.S.S. EXCELSIOR NCC-2000, Captain Sulu orders a transmission to be sent to the ENTERPRISE, offering his assistance if it is required.



STAR TREK VI: THE UNDISCOVERED COUNTRY Part 4

evidence is entirely circumstantial – the sentence of death is, indeed, commuted. Instead, the prisoners are sentenced to spend the rest of their lives in the **dilithium** mines on the prison asteroid **Rura Penthe**. This judgment is like a death knell to the aghast **Starfleet** spectators.

Captain Spock considers his options. He asks for a playback of the first torpedo hit on *Kronos One*, and muses that if the impossible is eliminated, whatever remains, however improbable, must be the truth. If the *Enterprise* did not fire, another ship did. There was an enormous neutron surge at the time, and **Commander Chekov** realizes that this could have been produced by a vessel very near to them. Valeris provides the final leap of logic: it might have been a cloaked **Klingon Bird-of-Prey**. The only catch is that a ship cannot fire when cloaked.

The *Enterprise* crew has a working theory but they need proof or else, as **Captain Scott** puts it, they will be portrayed as so desperate to exonerate Kirk that they will say anything. Spock orders a search of the vessel from stem to stern; if the data banks were altered, the killers, or those in league with them, must be on the ship. Either way, the search teams are looking for two pairs of gravity boots.

Ice prison

Kirk and McCoy are led across the icy tundra of Rura Penthe toward the prison. The group is brought to a halt and a door in the snow is opened by remote control. The governor of the penal colony emerges and stands on a crate to make a speech to the new intake. He explains that the prison has no stockade or electric frontier, only a magnetic shield that inhibits transport. Punishment is simple: exile to the surface. To underline his point, a near-naked inmate is forced out into the elements and collapses almost immediately from the cold.

Beneath the planetoid's surface is a vast series of caverns linked by tunnels and metal walkways. The prisoners are led into this labyrinth, and Kirk and McCoy pick their way cautiously through the assorted inhabitants. A particularly tall, nasty-looking alien waylays them, and a striking female inmate translates his guttural mutterings for Kirk: he wants the newcomers' obedience to the **Brotherhood of Aliens**, and also Kirk's coat. The female inmate introduces herself as **Martia**, and talks the taller alien out of taking his prize. She recognizes Kirk and McCoy, and tells them there is a reward among the inmates for their death;

somebody wants them out of the way.

Valeris reports to Spock in the *Enterprise* galley, telling him that the search of the ship is proceeding. Chekov believes the gravity boots may have been vaporized, but the **Vulcan** lieutenant demonstrates that this could not have happened by pulling a

phaser and firing. A multitude of alarms instantly sound. **Commander Uhura** reports that Starfleet is "screaming" for an answer from them, but Spock advises Scotty to maintain the deception that they are having engine trouble. If they are to find the answers they seek, they need more time.

ON SCREEN...



7 After hearing all the evidence, the Klingon judge offers his verdict. Kirk and McCoy are sentenced to life imprisonment on Rura Penthe.



8 Spock's theory of a cloaked ship firing on *KRONOS ONE* is intriguing, but, argues Scotty, they need more evidence before they can prove Kirk's innocence.



9 The chain gang of new prisoners are led across the harsh landscape of Rura Penthe to the concealed entrance of the subterranean penal colony.



10 Upon entering the prison, Kirk finds himself subjected to the unwanted attentions of a large alien. He is saved by Martia, who orders the alien away.



11 Valeris vaporizes a pot in the galley, setting off a series of alarms. This disproves Chekov's theory that the gravity boots may have been similarly vaporized.



12 Spock tells Scotty that they must maintain the deception that the *ENTERPRISE*'s engines are inoperative, buying them more time to plan a rescue.

STARSHIP FACTS

- A** Rura Penthe is known throughout the Galaxy as 'the Aliens' Graveyard.'
- A** Kirk's universal translator is taken away from him before he reaches Rura Penthe.
- A** Valeris tells Spock that a taskforce of 300 is searching the *Enterprise*.



'Resurrection'

The arrival of the latest visitor from the mirror universe is a bittersweet experience for Major Kira Nerys — the newcomer is the counterpart of her late lover, Bareil Antos. He claims to be running from the Alliance, a story Kira finds herself more than ready to believe.

Major Kira Nerys detects an unauthorized transportation into *Deep Space Nine's* Ops. She is amazed to find that the new arrival is the spitting image of her dead lover, **Vedek Bareil**, and allows him to take her hostage despite her awareness that his **disruptor** is damaged. Kira learns that this is the **mirror universe Bareil Antos**; he used a **multidimensional transport device** to escape his reality's evil **Alliance**. Kira declines to press charges, and **Captain Benjamin Sisko** reluctantly allows the mirror Bareil to remain on the station.

Fast friends

Bareil spends a lot of time with Kira. He is eager to learn more about his late counterpart, and although he scoffs at the thought of being a religious leader, he undertakes to learn more about the **Bajoran** faith. Kira's feelings grow despite her caution, and Bareil spends the night with her after a dinner party with **Worf** and **Jadzia Dax**.

Following a deeply emotional experience with the Bajoran **Orb of Prophecy and Change**, Bareil returns to his quarters to be met by Kira's evil mirror counterpart, the **Intendant**. She interrogates the thief about his feelings for Kira, and reminds him of his mission in this reality — to steal the Orb.

Quark becomes highly suspicious of Bareil's motives and actions, and voices his concern that the newcomer may be planning to rob the temple in which he is spending so much time. Kira insists that Bareil is exploring his newfound faith, but Quark's words strike a chord of doubt within her.

That evening, Bareil enters the temple only to be confronted by a disappointed Kira. The Intendant also arrives and soon the whole plan unfolds. Kira pleads with Bareil not to steal the Orb and, extraordinarily, he is inspired to knock out the Intendant with his **phaser** instead. His exposure to the Orb has affected him deeply, but he feels unworthy of the primary Kira, and decides to head back to the mirror universe. He takes the unconscious Intendant with him, prepared to face the consequences of betraying her.

STARSHIP FACTS

Deep Space Nine's Landing Pad A is 52 levels above Ops, and can be reached by steps in an emergency.

'RESURRECTION'

"I'm making this up as I go along. Believe me, no matter where I end up, it's going to be a whole lot better than where I've been."

— The mirror universe Bareil

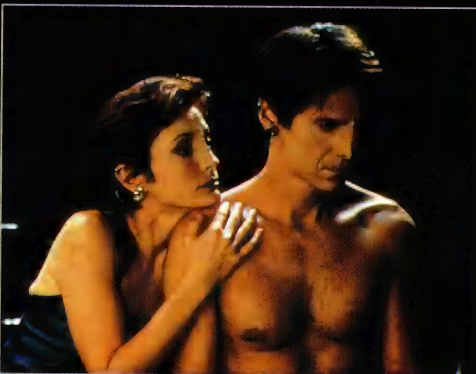
ON SCREEN...



1 An intruder beams into Ops as if from nowhere. It is in fact the Bareil Antos of the mirror universe; he is armed, and immediately takes Major Kira hostage.



2 Despite her ordeal, Kira is prepared to give her late lover's counterpart the benefit of the doubt. She convinces him to accompany her to a Bajoran religious service.



3 Kira invites her new friend to stay the night. Bareil's religious experiences have had a surprising affect on him, and by the following morning he is wracked with guilt.



4 When the evil Intendant checks up on her accomplice she is not pleased to discover that he is beginning to have second thoughts about their plan to steal a Bajoran Orb.



5 Bareil goes to the Bajoran temple as planned. Once there, he is met by the Intendant, wearing Major Kira's uniform, and her primary universe counterpart, who has been alerted to the plan by Quark. At first he still appears to be on the side of the evil Intendant.



6 At the last minute, Bareil stuns the Intendant and allows the real Kira to take the Orb. He is sure he will be able to placate his accomplice once she awakens.

'Statistical Probabilities'

Dr. Julian Bashir is asked to help out with a group of genetically enhanced humans whose modifications have been more of a curse than a blessing. The quartet display undeniable signs of genius, but their grasp of right and wrong leaves much to be desired.

'STATISTICAL PROBABILITIES'

"All I kept thinking was, 'There but for the Grace of God go I.' My parents managed to find a decent doctor to perform the DNA resequencing on me. These four weren't so lucky – they all suffered unintended side effects ..."

– Dr. Julian Bashir

Starfleet Medical's Dr. Karen Loews believes the genetically altered Dr. Julian Bashir may be the best person to help her emotionally dysfunctional patients, all of whom have been damaged by the same DNA resequencing process that proved so successful for Bashir. Jack is highly aggressive and hyperactive, Patrick is gentle but prone to bouts of depression, Lauren is flirtatious and sensual, while Sarina is completely withdrawn. The quartet have spent years in institutions, and the stigma of being genetically altered also works against them – a feeling Bashir understands well.

Their true potential is accidentally unlocked when they view Gul Damar's proclamation that the Dominion wants to enter peace talks with the Federation. The four patients have no prior knowledge of the situation, but perfectly reconstruct Damar's rise to power from his speech alone. Bashir then secures a holographic recording of the subsequent meeting between Weyoun, Damar, and Captain Benjamin Sisko.

Incredible insight

The group's findings are astonishing. Jack detects from Weyoun's speech that he is giving away a little to gain a great deal more; Patrick spots the Kabrel system as their target, and Sarina identifies it as being rich in yridium bicantizine, an active ingredient in ketracel white. Amazed by the group's insight, Captain Sisko arranges for them to have classified access to Starfleet's war preparations. They conclude that the Federation will lose.

Bashir recommends that the Federation surrender, but the proposal is rejected by Starfleet. The mutants decide that they can save lives by informing the Dominion of Starfleet's plans; they arrange a meeting with Weyoun and Damar, but are captured before they can make contact. Bashir is left blaming himself for letting things get out of hand, and hoping that Jack's prediction of Federation defeat will ultimately prove misguided.

STARSHIP FACTS

A DNA resequencing is outlawed by the Federation to discourage parents giving their children an unfair advantage over others, and to prevent a repeat of the destruction waged during Earth's Eugenics Wars.

ON SCREEN...



1 Dr. Karen Loews has had a rough few months working with the mutants. She hopes Dr. Bashir will have more luck getting through to them.



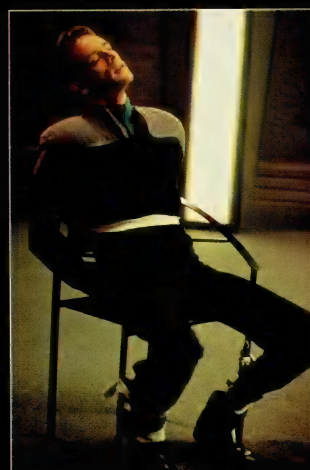
2 Julian soon discovers that Jack and his friends are incredibly intelligent, though somewhat divorced from reality and lacking in social skills.



3 Before long, the mutants start to show an incredible aptitude for reading the Dominion's intentions simply from viewing holotapes of its agents in action.



4 After his proposals are rejected, Bashir loses his temper at the dabo table. He likens the inevitability of a Dominion victory to the game's stacked odds.



5 The mutants overpower Bashir and tie him up once they realize that he will not help them to contact the Dominion. They leave him bound to a chair and, despite his enhanced dexterity, he cannot untie himself. Sarina eventually releases him.



6 After the crisis has passed, Julian admits to O'Brien that he was blinded to the mutants' faults by his hope that they had something to contribute to society.

S continued

Selok, Subcommander

This **Romulan** spy spent time within **Starfleet** under the guise of **Vulcan Ambassador T'Pel**. Her true identity was revealed in 2367, after she faked her death in a transporter accident aboard the **U.S.S. Enterprise NCC-1701-D**. She was later seen on the bridge of the **Romulan Warbird Devoras**. (*Starship Log: 'Data's Day' [TNG]*)

SEE FILES 12, 49, 69

Seltan carnosaur

A giant, fearsome dinosaur-like creature. **Dr. Julian Bashir** likened a **Jem'Hadar** soldier to a Seltan carnosaur, following his encounter with the warrior after being reduced to less than half an inch in height. (*Starship Log: 'One Little Ship' [DS9]*)

SEE FILE 70

From the cockpit of a miniaturized RUNABOUT, a Jem'Hadar soldier looks as daunting as a Seltan carnosaur.



Seltan, Gul

This **Cardassian** military leader was stationed on **Cardassia Prime** in 2375. **Damar** hoped that Seltan, who was dissatisfied with **Dominion** rule, would add his 100,000 troops to Damar's resistance movement, but Seltan was killed before Damar could enlist his aid. (*Starship Log: 'The Dogs of War' [DS9]*)

SEE FILE 70

Seltin wood fungus pate

This **Delta Quadrant** delicacy was prepared by **Neelix** for a buffet held in the **U.S.S. Voyager NCC-74656** mess hall in 2372. (*Starship Log: 'Persistence of Vision' [VOY]*)

SEE FILE 71

selton

This term was used to indicate a certain span of distance across land on the planet **Barkon IV**. **Data's** 200-selton walk to a village seemed an unlikely deed to **Garvin**, one of the native villagers. (*Starship Log: 'Thine Own Self' [TNG]*)

SEE FILE 69

sem'hal stew

This **Cardassian** cuisine was programmed into **Deep Space Nine's** replicator inventory. In 2369, **Aamin Marritza** was given sem'hal stew to eat in his holding cell. He thought **yamok sauce** would improve the taste. (*Starship Log: 'Duet' [DS9]*)

SEE FILES 13, 70

Senarian egg broth

Mareel gave this type of soup to a woozy **Chief O'Brien** after shooting him with a **phaser** in 2370. O'Brien was distrustful of the liquid's restorative powers. (*Starship Log: 'Invasive Procedures' [DS9]*)

SEE FILE 70

Senate, Romulan

SEE Imperial Senate, Romulan, and Romulan Star Empire



Dr. Miranda Jones wore a sensor web in 2268. It performed so effectively that many people did not realize that her sight was impaired in any way.

sensors

This detecting and recording equipment is installed in starships, instrumented probes, and handheld devices. It reports on the real-time status of, among other things, atmospheric conditions, life forms, and possible threats. Sensor logs can be visual and often include timecodes to provide a record of events. (*Starship Log: 'Where No Man Has Gone Before' [TOS]; 'Encounter at Farpoint' [TNG]; 'Emissary' [DS9]; 'Caretaker' [VOY]*)

SEE FILES 68, 69, 70, 71

sensor web

This 23rd-century precursor to the **VISOR** was fashioned to look like a crocheted, floor-length decorative garment overlay. It was, in fact, a collection of sensors that kept the blind wearer apprised of their surroundings. (*Starship Log: 'Is There in Truth No Beauty' [TOS]*)

SEE FILES 66, 68

sensory aphasia

This condition is caused by removing a person from their own timeframe more than three times. Sensory aphasia is caused by damage to the cerebral cortex, and can lead to **temporal psychosis**. (*Starship Log: 'Relativity' [VOY]*)

SEE FILE 43, 71

sentient holographic life form

This term is given to self-aware **holodeck** characters who are programmed for self-improvement. Such characters remain active for extended periods of time, leading to the belief that they are, in a sense, alive. **Professor James Moriarty** and the **U.S.S. Voyager NCC-74656's** **EMH**, are examples of sentient holographic life forms, as were the entire population of a village on **Yadera II**, and **Dejaren**, the homicidal **Serosian HD-25 isomorphic projection**. (*Starship Log: 'Elementary, Dear Data' [TNG]; 'Shadowplay' [DS9]; 'Revulsion' [VOY]*)

SEE FILES 56, 69, 70, 71

Sentinel, U.S.S.

This **Starfleet** vessel had a spare **graviton stabilizer** in its inventory in 2375. In a complex deal concocted by **Nog**, the **Sentinel** crew exchanged their graviton stabilizer for a **phaser emitter**. (*Starship Log: 'Treachery, Faith, and the Great River' [DS9]*)

SEE FILE 70

Sentinel Minor IV

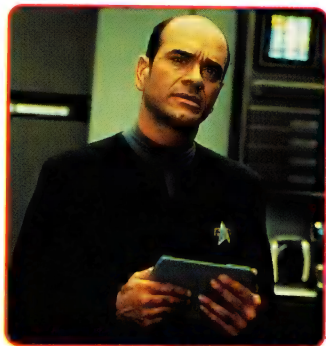
This **Alpha Quadrant** planet was due to be visited by the **U.S.S. Lalo NCC-43837** in 2366. The **Lalo's** trip to Sentinel Minor IV was halted when it was intercepted by the **Borg**. (*Starship Log: 'The Best of Both Worlds', Part I [TNG]*)

SEE FILE 69

Selok, Subcommander
Seltan carnosaur
Seltan, Gul
Seltin wood fungus pate
selton
sem'hal stew
Senarian egg broth
Senate, Romulan
sensors
sensor web
sensory aphasia
sentient holographic life form
Sentinel, U.S.S.
Sentinel Minor IV
sentry
Senva, Healer
separ gemstones
Sepian Commodities Exchange
Septimus
Septimus III
Septimus Minor
Sepulo
serialist poets
serik
Serilian ambassador
sero-amino readout
Seros
Serova, Dr.
serpent of Xol
serpent worms
Serpents Ridge
servo



Ambassador T'Pel was one of the Federation's most important negotiators, but was revealed to be a Romulan spy on a mission to the Neutral Zone.



The U.S.S. VOYAGER NCC-74656's EMH has proved to be a highly valued member of the ship's crew.



sentry

This automated force protected a water supply on the moon **Lambda Paz**. Anyone nearing the water risked becoming instantly cocooned by the sentry.

Wesley Crusher disabled the security field to retrieve water for an injured **Captain Picard**, but **Captain Dirgo** was not so lucky. (*Starship Log*: 'Final Mission' [TNG]) **SEE FILES 4, 69**

▶ The sentry protected the only water source on **Lambda Paz**, located in a cave.



Senva, Healer

This **Vulcan** practiced medicine at the **Vulcan Medical Institute**. Senva had a long and distinguished career, and in 2371 was nominated for, but not awarded, the **Carrington Award**. (*Starship Log*: 'Prophet Motive' [DS9]) **SEE FILE 70**



separ gemstones

This dense jewel traditionally features sharp facets. When **Worf** talked about the **Lady Grilka**, he compared her eyes to separ gemstones. (*Starship Log*: 'Looking for par'Mach in All the Wrong Places' [DS9]) **SEE FILES 48, 70**

▶ In 2371, **Grilka** returned to **DEEP SPACE NINE**. **Worf**, who desired her as his **par'machkai**, compared her eyes to separ gemstones.

Sepian Commodities Exchange

A volatile stockmarket. In 2373, the bottom fell out of the Sepian Commodities Exchange, following reports of **feldomite** being found on **Parsion III**. As a result, **Quark** lost everything. (*Starship Log*: 'Business As Usual' [DS9]) **SEE FILES 51, 70**

Septimus

This elderly male humanoid from planet **892-IV** gave up his comfortable existence in government for a non-violent, religious life as one of the **Children of the Son**. (*Starship Log*: 'Bread and Circuses' [TOS]) **SEE FILES 18, 68**

Septimus III

This **Cardassian**-held world was attacked by 15 divisions of **Klingons** in 2375, during the **Dominion/Federation war**. The Cardassian defenses proved to be ineffective, and **Weyoun** was willing to let Septimus III be taken. (*Starship Log*: 'Strange Bedfellows' [DS9]) **SEE FILE 70**

Septimus Minor

This star system was the destination of the colony transport ship **S.S. Artemis** in 2274. Navigation failures prevented the **Artemis** from completing its journey, forcing it to land on **Tau Cygna V** instead. (*Starship Log*: 'The Ensigns of Command' [TNG]) **SEE FILE 69**

Sepulo

This **Ferengi** vessel was docked at **Deep Space Nine's** cargo bay five in 2369, after transporting an attendee to the **grand nagus's** private conference in **Quark's bar**. (*Starship Log*: 'The Nagus' [DS9]) **SEE FILE 70**

serialist poets

This group of **First Republic Cardassian** writers included **Iloja of Prim**, who was **Jadzia Dax's** favorite Cardassian writer. (*Starship Log*: 'Destiny' [DS9]) **SEE FILES 13, 70**

serik

This object is moved by the cue stick in the table game of **dom-jot**. (*Starship Log*: 'Tapestry' [TNG]) **SEE FILE 69**

Serilian ambassador

This Serilian diplomat came to **Deep Space Nine** in 2371. **Odo** developed appropriate security measures for the ambassador's visit, which were approved by **Major Kira**. (*Starship Log*: 'Meridian' [DS9]) **SEE FILE 70**

sero-amino readout

The results of a time-intensive medical computer analysis of sero-amino data. **Lt. Reginald Barclay** thought an instant readout would be possible if medical scanners were used in global mode, calibrated for the electromagnetic signature of cells. (*Starship Log*: 'The Nth Degree' [TNG]) **SEE FILE 69**

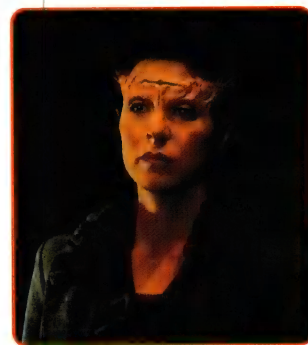
Seros

This **Delta Quadrant** planet is home to a spacefaring culture. The **U.S.S. Voyager NCC-74656** contacted a **Serosian Vessel** in 2374, but its only occupant was **Dejaren**, a malfunctioning, homicidal **isomorphic projection**. Dejaren developed a repulsion for all organic beings and murdered all of the crew. (*Starship Log*: 'Revulsion' [VOY]) **SEE FILES 40, 56, 71**

Serova, Dr.

This female scientist from **Hekaras II** discovered that **warp drive** technology was weakening the fabric of space in a region called the **Hekaras Corridor**. Serova sacrificed her life in 2370, in order to prove her theory to the **Federation Science Council**. (*Starship Log*: 'Force of Nature' [TNG]) **SEE FILES 5, 69**

▶ As a result of **Dr. Serova's** work, **Starfleet** developed new warp drives which did not damage space.



serpent of Xol

Kahless the Unforgettable is reputed to have battled this snake-like creature. After his victory, Kahless used his **bat'leth** to skin the serpent. (*Starship Log*: 'The Sword of Kahless' [DS9]) **SEE FILES 11, 70**

serpent worms

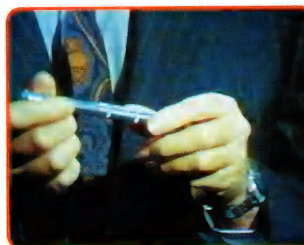
One of the ingredients of the popular **Klingon** cuisine, **gagh**. In 2374, **General Martok** complained about the food served in the **I.K.S. Rotarran's** mess hall, and displayed a handful of lethargic serpent worms to make his point. (*Starship Log*: 'Sons and Daughters' [DS9]) **SEE FILES 11, 70**

Serpents Ridge

A geological formation on the planet **Bajor**. One route from **Dahkur Province** to the **Lonar Province** involved following the rugged Serpents Ridge to the **Ratosha Pass**. (*Starship Log*: 'Shakaar' [DS9]) **SEE FILES 10, 70**

servo

This pen-sized device was designed by an advanced civilization for **Gary Seven's** mission to Earth in 1968. The servo influenced biological and mechanical objects; it was able to render people unconscious and disable forcefields. (*Starship Log*: 'Assignment: Earth' [TOS]) **SEE FILES 66, 68**



▶ **Gary Seven** used the servo to aid him in his efforts to guide Earth through its nuclear age.

S continued

servo-armature

This item of **Borg** debris was brought on board the **U.S.S. Voyager NCC-74656** in 2375. The **EMH** was thrilled to find the servo-armature from a medical repair drone with **laser scalpel**, **micro-suture**, and **biomolecular scanner** intact. (*Starship Log: 'Dark Frontier' [VOY]*) **SEE FILE 71**

Seska

This opportunistic female **Cardassian** spy was disguised as a **Bajoran** in order to infiltrate **Chakotay's Maquis** cell. When her real identity was revealed in the **Delta Quadrant**, Seska fled the **U.S.S. Voyager NCC-74656**, and sided with the **Kazon-Nistrim**. She was killed during a battle for *Voyager* in 2373, after bearing **Maje Culluh's** son. A holographic Seska from **Tuvok's 'Insurrection Alpha'** training program nearly captured *Voyager* in late 2373. (*Starship Log: 'Parallax' [VOY]*) **SEE FILES 43, 71**

Seskal, Glinn

This **Cardassian** soldier was a trusted figure in **Damar's** liberation effort. Seskal was killed in 2375, when **Gul Rivok** betrayed Damar's forces to the **Dominion**. The stolen **Jem'Hadar Attack Ship** he was commanding was destroyed in orbit of **Cardassia Prime**. (*Starship Log: 'The Dogs of War' [DS9]*) **SEE FILE 70**

set'leth

This animal is kept as a domesticated pet in the **Romulan Empire**. In 2375, **Section 31** reported that **Praetor Neral** was the owner of a set'leth named **Pensho**. (*Starship Log: 'Inter Arma Enim Silent Leges' [DS9]*) **SEE FILES 49, 70**

Setal, Sublieutenant

This false identity was used by **Romulan Admiral Alidar Jarok** when he arrived on the **U.S.S. Enterprise NCC-1701-D** in 2366, after defecting to the **Federation**. (*Starship Log: 'The Defector' [TNG]*) **SEE FILES 49, 69**



◀ **Admiral Alidar Jarok committed suicide after his defection, when he learned that his government was testing his loyalty.**

Setlik III

This planet was the location of a **Federation** colony until 2347, when a **Cardassian** raid killed approximately 100 civilians. **Miles O'Brien** discovered his engineering talents while on Setlik III, after arriving on the devastated world aboard the **U.S.S. Rutledge NCC-57295**. Repercussions from this incident continued for many years after. (*Starship Log: 'The Wounded' [TNG]; 'Emissary' [DS9]*) **SEE FILES 69, 70**

Setti, Mr.

This civilian crew member was **Mr. Mot's** associate in the barber shop onboard the **U.S.S. Enterprise NCC-1701-D** in 2369. Setti and Mot often discussed the joys of **Klingon** hair. (*Starship Log: 'Schisms' [TNG]*) **SEE FILES 43, 69**



◀ **Gary Seven, also known as Supervisor 194, was the product of generations of training by an unknown alien race. He was given a mission to protect Earth from 20th-century nuclear devastation.**

Seven, Gary

This human male was raised by aliens on a distant world, and was charged with protecting Earth from its volatile nuclear age. Seven was returned to the planet of his ancestors' birth in the year 1968, but accidentally appeared on the **U.S.S. Enterprise NCC-1701**, which was on an historical research mission, while in transit. After proving to **Captain Kirk** that he posed no threat to Earth, Seven, his cat **Isis**, and secretary **Roberta Lincoln** helped to shepherd the world through this difficult era. (*Starship Log: 'Assignment: Earth' [TOS]*) **SEE FILES 66, 68**

Seven of Nine

This once human female was born **Annika Hansen**, the daughter of **Erin** and **Magnus Hansen**. Annika joined her parents aboard the **S.S. Raven NAR-32450** when they left **Federation** space to investigate the **Borg**. In 2356, the *Raven* was detected by the Borg, and Annika was assimilated at the age of six and designated **Seven of Nine, Tertiary Adjunct of Unimatrix Zero One**. In 2374, Seven was selected as a spokesperson for the Borg in their collaboration with the crew of the **U.S.S. Voyager NCC-74656** to defeat **Species 8472**. During this time, Seven was disconnected from the **collective**, and **Captain Janeway** forced her to become an individual aboard *Voyager*. (*Starship Log: 'Scorpion', Part II [VOY]*) **SEE FILES 31, 43, 71**

Seventh Guarantee

This clause in the **Constitution of the United Federation of Planets** protects a citizen from self-incrimination. Self-incrimination is the seventh item in the constitution's list of individual civil rights. (*Starship Log: 'The Drumhead' [TNG]*) **SEE FILES 19, 69**

Seventh Tactical Wing

This **Federation** starship battle group was led by **Captain Bennet, Admiral Ross's** former adjutant, in 2374. The Seventh Tactical Wing fought in the **Federation/Dominion war**. (*Starship Log: 'Behind the Lines' [DS9]*) **SEE FILE 70**

Sevrin, Dr.

This brilliant individual was an acoustics and communications scientist on the planet **Tiburon**, until he contracted the fatal **Synthococcus novae** disease. Soon after, Sevrin began a quest for a simpler life, which saw him start a naturalist movement called **One**. Sevrin died in 2269 after landing on a toxic planet which he mistakenly believed to be Eden. (*Starship Log: 'The Way to Eden' [TOS]*) **SEE FILES 58, 68**

servo-armature

Seska

Seskal, Glinn

set'leth

Setal, Sublieutenant

Setlik III

Setti, Mr

Seven, Gary

Seven of Nine

Seventh Guarantee

Seventh Tactical Wing

Sevrin, Dr.

Seyetik, Gideon

Seyetik, Nidell

Sha Ka Ree

Shabren's Fifth Prophecy

Shahna

"Shaka, when the walls fell"

Shakaar Edon

Shakk-TAH

Shanthi, Fleet Admiral

shap

shapeshift inhibitor

shapeshifter

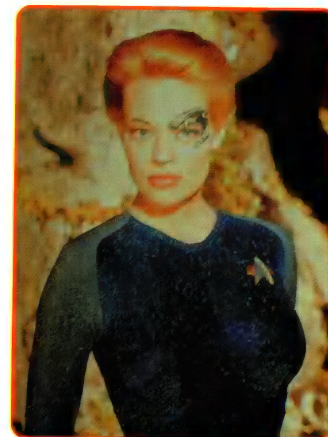
shapeshifter, female

Shapiro

Sharat

Sharr

Shaw, Arel



◀ **As her individuality reasserted itself, Seven of Nine came to be regarded as an important member of the U.S.S. VOYAGER NCC-74656's crew.**



◀ **Dr. Sevrin and his followers hijacked the U.S.S. ENTERPRISE NCC-1701 in an effort to find Eden.**



Seyetik, Gideon This scientist had a penchant for self-promotion and a hunger for large, important projects. His career and life ended in 2370, when he piloted a shuttlepod full of **protomatter** into **Epsilon 119**, in a successful attempt to reignite the star. (*Starship Log: 'Second Sight'* [DS9]) **SEE FILE 70**

Seyetik, Nidell This **Halanan** woman was the ninth wife of **Professor Gideon Seyetik**. Nidell possessed **psychoprojective** telepathic powers which she unconsciously used to ease her unhappiness by creating an alternate self named **Fenna**. (*Starship Log: 'Second Sight'* [DS9]) **SEE FILE 70**



◀ The planet that Sybok believed to be **Sha Ka Ree** was a mysterious blue world, on which a destructive alien entity was imprisoned.

Sha Ka Ree The **Vulcan** name, in ancient creation myths, for an idyllic planet where all life was spawned. In 2287, **Sybok** hijacked the **U.S.S. Enterprise NCC-1701-A** in order to travel to **Sha Ka Ree**, but instead of God, he found a malevolent alien. (*Starship Log: Star Trek V: The Final Frontier*) **SEE FILES 45, 76**

Shabren's Fifth Prophecy The name given to a future event that was revealed to **Shabren** during an experience with the **Orb of the Prophets**. The Fifth Prophecy described a battle between good and evil that would determine the course of **Bajor's** next 1000 years of existence. (*Starship Log: 'The Reckoning'* [DS9]) **SEE FILES 10, 70**



◀ **Shahna** was assigned as **James Kirk's Drill Thrall**. The female gladiator found herself becoming attracted to the captain.

Shahna This female gladiator was a trainer, or **Drill Thrall**, on **Triskelion**. In 2268, **Shahna** was **Captain Kirk's** instructor, but his efforts to free himself, and the other gladiators, interfered with her lessons. (*Starship Log: 'Gamesters of Triskelion'* [TOS]) **SEE FILE 68**

"Shaka, when the walls fell"

A common reference, in the **Tamarian** language, to a story that illustrates a lack of understanding or communication. **Captain Dathon** used this phrase to describe his impasse during an attempted dialogue with **Captain Picard** in 2368. (*Starship Log: 'Darmok'* [TNG]) **SEE FILES 18, 69**

◀ **Dathon's race communicated through metaphor. Unfortunately, phrases such as, "Shaka, when the walls fell," meant nothing to Captain Picard.**



Shakaar Edon This **Bajoran** farmer led the **Shakaar resistance cell**, which included **Kira Nerys**, during the **Cardassian** occupation of **Bajor**. **Shakaar's** group liberated **Gallitep** in 2357, and remained a constant irritation to the Cardassians. In 2371, **Shakaar** allowed himself to be elected **First Minister** of **Bajor**, to curb **Kai Winn's** power. **Shakaar** and **Kira Nerys** shared a brief romance that ended in 2373. (*Starship Log: 'Shakaar'* [DS9]) **SEE FILES 47, 70**

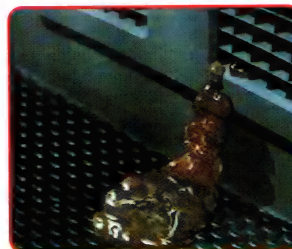
Shakk-TAH A **Klingon** exclamation of unhappy disbelief. The warrior **Ch'Targh** shouted "Shakk-TAH!" during a knife fight with **Alexander Rozhenko**, when the inexperienced youngster managed to draw his opponent's blood. (*Starship Log: 'Sons and Daughters'* [DS9]) **SEE FILES 11, 70**

Shanthi, Fleet Admiral This **Starfleet** admiral was one of **Captain Picard's** superior officers. In 2367, **Shanthi** approved **Picard's** plan to expose **Romulan** involvement in the **Klingon civil war**. She also investigated **Admiral Erik Pressman's** illegal cloaking research in 2370. (*Starship Log: 'Redemption', Part II* [TNG]) **SEE FILES 19, 69**

shap One of 12 levels in the **Wadi** game of **chula**. Players surviving a shap's challenge progress toward home. Spectators bet on the results of each shap. Adult play starts at shap 2. (*Starship Log: 'Move Along Home'* [DS9]) **SEE FILES 18, 66, 70**

shapeshift inhibitor This **quantum stasis field generator**, invented by the **Obsidian Order**, prevents a Changeling from altering its shape and causes them great discomfort. **Garak** successfully tested the prototype while interrogating **Odo** in 2371. (*Starship Log: 'The Die is Cast'* [DS9]) **SEE FILES 60, 70**

shapeshifter This type of life form is capable of completely changing its appearance at will. There are numerous such shapeshifting species throughout the Galaxy, including a group from the **Gamma Quadrant** known as the **Founders**. (*Starship Log: 'The Dauphin'* [TNG]; *'Emissary'* [DS9]) **SEE FILES 16, 18, 69, 70**



◀ **Shapeshifters such as Odo can alter their body to a gelatinous mass that allows them to pass through areas that are inaccessible to 'solid' humanoids.**

shapeshifter, female See **Founder leader**

Shapiro This actor was hailed for his performance as **King Henry V** from Shakespear's play of the same name. Others equally lauded in the 24th-century include **Laurence Olivier**, **Kenneth Branagh**, and **Kullnark**. (*Starship Log: 'The Defector'* [TNG]) **SEE FILE 69**

Sharat This **Kellerun** negotiator was responsible for the **T'Lani peace accord** of 2370. **Sharat** ordered the deaths of **Dr. Bashir** and **Chief O'Brien** because they knew too much about **harvesters**, the **Kellerun** biomechanical weapons that they had helped disable. (*Starship Log: 'Armageddon Game'* [DS9]) **SEE FILES 18, 60, 70**

Sharr In **Chakotay's** chaotic space boxing vision, **Sharr** appeared as a security crewman under **Tuvok's** command. He pointed a **phaser rifle** at the mid-section of **Chakotay's** opponent. (*Starship Log: 'The Fight'* [VOY]) **SEE FILE 71**

Shaw, Aree This **Starfleet** lawyer tried **Captain James T. Kirk** for the murder of **Lt. Ben Finney** in 2267, before it was discovered that **Finney** had, in fact, faked his own death to indict the captain. **Shaw**, a former romantic interest of **Kirk's**, also recommended he hire defense attorney **Samuel T. Cogley**. (*Starship Log: 'Court Martial'* [TOS]) **SEE FILES 19, 68**

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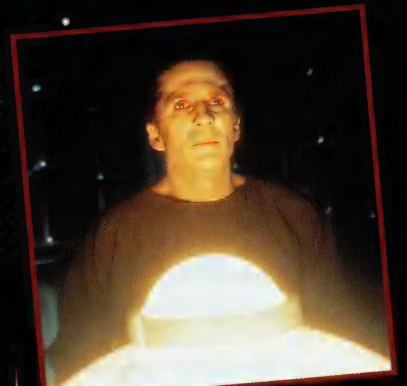
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Shore leave in Wonderland

Allies of the Dominion
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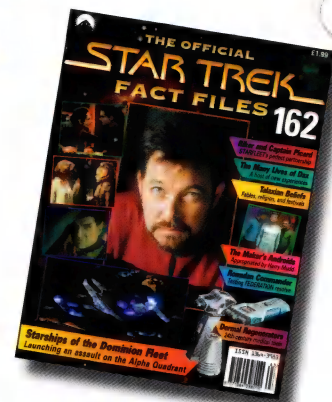
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STAR SYSTEMS

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FILE 4

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STAR SYSTEMS

THE AMUSEMENT PARK PLANET

In the **Alpha Quadrant** there exists a tranquil, **Class-M** world of intoxicating beauty. Its forests, gardens, and lakes seem lovely beyond imagination — which is hardly surprising, as they have sprung from the thoughts and memories of those who visit.

Deep in the heart of the **Omicron Delta** region of the **Alpha Quadrant** lies a most unusual **Class-M** planet. Its idyllic parks closely resemble areas of natural beauty found on Earth; a variety of trees and shrubs border a central glade and tall, ornamental grasses fringe a large pond whose tranquil surface reflects the quiet and restful nature of the place. Outside the forested area lies the contrasting beauty of the desert, where intriguing rock formations and gaudy desert blooms offer their own stark splendor.

The world seems too good to be true, and there is a simple explanation for this — it is. The planet is artificial, created by a highly advanced humanoid species as a type of

recreational amusement park.

Deep below the planet's surface is an industrial complex that utilizes a highly sophisticated power field. The equipment has two related functions. First, it reads the minds of visitors to the planet; then, with remarkable speed, it manufactures physical manifestations of these thoughts in mere seconds, and deposits them at appropriate locations on the surface.

Manufactured

Everything on the planet, from the plants and trees in the glade to the objects and people conjured up by the visitor's thoughts, are created using fine **multicellular castings**. These creations are not permanent, but come and go with the passing thoughts of the visitors themselves.

In 2267, the U.S.S. ENTERPRISE visits the amusement park planet. The Class-M world seems to be the perfect location for shore leave.

The subterranean complex is monitored by a **Caretaker**, a member of the race that actually built the planet. The Caretaker welcomes vacationing members of his own species, and keeps an eye out for visitors from unwary, less advanced races who land



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The planet is entirely artificial; everything from the grass to the trees has been manufactured by an unknown and advanced race. The Caretaker remains to maintain it.

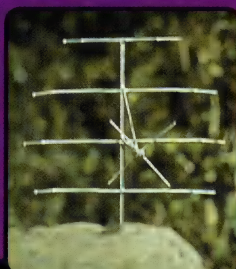
BETTER THAN A HOLODECK

Thinking and feeling

Despite the dangers to the unwary, the amusement park planet is intended to be used for recreation. In some ways, the pleasures it offers are similar to those of a holodeck, but its technology differs in many important ways. A holodeck requires the elaborate programming of a computer; the user must take the time to customize a program or else accept someone else's creation. Either way, the program has set parameters and requires quite a bit of input from the user. On the amusement park planet, however, all the visitor has to do is think and feel — all the components of the experience are instantly manufactured by the planet. The experience itself is infinitely superior, as no computer program can account for the nuances and complexity of an individual's thoughts and desires.

A once animated and deadly black knight is later revealed to be an artificial construction, created from multicellular castings.

Telltale signs, such as this sensor-antenna on the surface of the planet, reveal the advanced subterranean complex.



Planet The amusement park planet

Class M **Quadrant** Alpha

Inhabitant The Caretaker

Native name Unknown

Surface The surface of the amusement park planet seems identical to Earth at its best. It features lush forests and idyllic glades.

Life Forms The life forms on the planet are created from multicellular castings. They are used to simulate the thoughts and feelings drawn from vacationers.

Important Features The planet has a highly technological underground complex.

Starship Log STAR TREK: The Original Series 'Shore Leave'



GALAXY FACTS

▶ Another famous Alpha Quadrant recreational planet is Risa. This tropical Class-M world is renowned for its beautiful beaches and the warm hospitality of its inhabitants.

▶ Dr. McCoy reports that anything at all can be made in the Caretaker's subterranean complex.

on the planet's surface without realizing its true nature. For the uninitiated, this **amusement park planet** can be as dangerous as it is lovely.

The world is cleverly constructed. To the probing sensors of alien vessels it seems to be nothing more than an ordinary Class-M world. Ship's sensors and investigating landing parties detect only peace, sunshine, and good air. The only sign of unusual activity is the planet's power field, which gradually draws upon the energy of orbiting ships to augment its output.

Everything you wish for

All a visitor has to do on the amusement park planet is imagine their fondest wishes – new experiences they would like to have, or old ones they wish to relive. "Battle, fear, love, triumph," boasts the Caretaker, "anything that pleases you can be made to happen."

One brief visit by a small landing party from the **U.S.S. Enterprise NCC-1701** conjures up images straight out of 'Alice in Wonderland' – Alice herself and the famous white rabbit – from the thoughts of a shocked **Dr. Leonard McCoy**.

Unfortunately for the visitors from the *Enterprise*, they are initially unaware of

▶ *The first to witness a manifestation on the amusement park planet is Dr. McCoy, who sees a giant white rabbit from 'Alice in Wonderland'.*



STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4 CARD 5

THE AMUSEMENT PARK PLANET



STAR SYSTEMS



▶ *The landscape of the amusement park planet features inspiring rock formations, which form impressive silhouettes against the blue skies.*



▶ *Despite the planet's outstanding beauty, the ENTERPRISE landing party conduct specimen surveys to determine if it is safe for shore leave.*

the planet's purpose and mechanisms, and find their stay there far from amusing. All the **Starfleet** officers can ascertain for certain is that the objects and people created are just like the real things – just as pleasant or just as deadly. Dr. McCoy is even apparently killed by a creation sprung from the mind of **Yeoman Tonia Barrows**. Luckily, the remarkable technology of the Caretaker's race proves itself once again: the injured doctor is quickly taken below the surface of the planet for what he later describes as "some rather remarkable repairs."

The creators of the amusement park planet are somewhat wary of



outsiders, and do not appear keen to share too much information on their culture, or their remarkable technology; they claim to be concerned that Earthlings are not quite ready to understand such an advanced species. In keeping with what appears to be their version of the **Prime**

Directive, their name and homeworld remains undisclosed.

All are welcome

They are more than pleased, however, to share their recreational facility with outsiders; the Caretaker is quick to reveal himself when he realizes that the landing party from the *Enterprise*

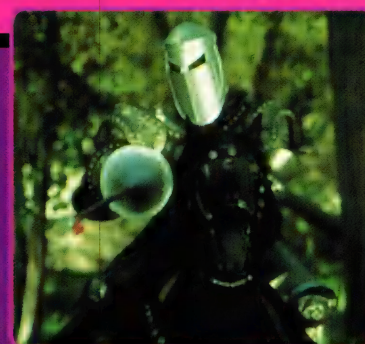
▶ *The Caretaker appears to be from a humanoid race, but this could be an illusion.*

are being made to feel uncomfortable by their experiences. He is eager for the Starfleet officers to be able to enjoy all that the planet has to offer, telling them: "If you would use the proper caution, this amusement planet of ours could be an ideal place for your people to enjoy themselves." The world's creators believe deeply in the importance of recreation, echoing **Captain James T. Kirk's** sentiment that, "The more complex the mind, the greater the need for the simplicity of play."

WONDERLAND

Perfect copies

In 2267, a landing party from the **U.S.S. Enterprise NCC-1701** visits the amusement park planet. Unaware of the need to discipline their thoughts on this world, the landing party encounter physical manifestations sprung from their imagination, such as an antique Earth police revolver, a tiger, and the fictional Don Juan. Captain James T. Kirk encounters an old



▶ *One member of the landing party imagines a jousting knight on horseback, from Earth days of old – and one appears.*

classmate and a former lover, both of whom seem entirely real. Another member of the landing party finds herself dressed in the outfit of a medieval princess. Still others come under attack from 20th-century Earth fighter planes and a furious Samurai warrior.

▶ *Ruth, an old flame of James T. Kirk from his Starfleet Academy days, miraculously appears to the captain not long after he thinks of her.*



THE
DOMINION

The Guide to the STAR TREK Galaxy

FILE 16 CARD 7



THE
DOMINION

THE DOMINION AND THE BREEN

The Breen Confederacy joins the Dominion at a crucial time in the remorseless empire's attempt to conquer the entire Alpha Quadrant. Their assistance very nearly brings the terrifying invasion to a successful conclusion.

By early 2375, the war with the Alpha Quadrant appears to be swinging against the Dominion. The Founders have lost their foothold in the Chin'toka system and been forced onto the defensive for the first time, as the Romulans join the Federation-Klingon alliance.

This changes mid-year, when the Founders secretly negotiate an alliance with the fierce warrior race known as the Breen. The Founder leader has a secured subspace link set up in her quarters – the reason for which is a mystery to subordinate and ally alike – and shortly after this intensive subspace dialog, a deposition is

formed to meet representatives of the Breen Confederacy face to face for the first time.

The terms of the treaty agreed in a secret protocol between the Dominion and the Breen are not disclosed, but they do specify that the Cardassians will make territorial concessions to the Breen. The leader of Cardassia Prime, Legate Damar, is not informed of this in advance, nor which territories are to be surrendered. The Breen are also given complete access to the Cardassian military database, a move which further alienates Damar.

Almost equals

In many respects, the Breen are authentic allies of the Dominion, rather than simply being swallowed up

▶ Answer to victory
In 2375, the apparent solution to the Dominion's continuing losses in the Alpha Quadrant comes in the form of the fierce and mysterious Breen.



into the sprawling empire. The Vorta Weyoun maintains that they all serve the Founders equally – but some are evidently more equal than others. Due to their powerful arsenal, and



◀ Secret messages
The Founder leader has a subspace link set up in her quarters, in order for her to contact the Breen. She does not even inform Weyoun of her plan at first.



◀ Demoted
Damar, the Cardassian leader, finds himself unofficially demoted in favor of the Breen Thot Gor. Damar is now ordered to give the Breen his military recommendations.

HISTORIC MOMENT

Breen prisoners

In 2375, *Deep Space Nine's* Lt. Commander Worf and Counselor Ezri Dax are captured by Breen soldiers on Goralis III. For the first time Starfleet personnel become aware of the new Breen-Dominion alliance. Worf and Dax endure a brutal bout of questioning from the Breen, who are not known for being lenient with their prisoners. They use such devices as energy rods during interrogations. Worf and Dax are sentenced to death, but Damar turns against the Dominion and helps the Starfleet officers to escape.

▶ Sentenced to death

Unknown to their colleagues on DEEP SPACE NINE, Worf and Dax are captured by the Breen, tortured, and sentenced to death.



◀ Uprising
Legate Damar turns against the Dominion soon after it allies itself with Cardassia's old enemies, the Breen. He helps Worf and Dax to escape.



the fact that they can help turn the tide of the war, the Breen are shown a respect by the Founder that the Cardassians never were. Cardassia is unquestionably placed below the Breen in the hierarchy.

On the offensive

The first the Federation knows of the new coalition is after the capture of Lt. Commander Worf and Lt. Ezri Dax on the planet Goralis, near the area of space known as the Badlands. Upon their escape, the Starfleet officers carry the news back to *Deep Space Nine*, but by this time the Breen



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Unlike Damar and the Cardassians, Thot Gor and the Breen are treated as near equals by the Dominion. The Founders are well aware that they need them to win the war.



The Breen ally themselves with the Dominion and attack Starfleet Headquarters in San Francisco, Earth, inflicting heavy damage to the centuries-old Golden Gate bridge.

Thot Pran replaces Thot Gor as the Breen liaison during the final, bloody stages of the Dominion War with the Alpha Quadrant.

disabled and destroyed. The energy dissipators are installed on Dominion warships by Breen engineers, and progress is even made in fitting them to the smaller *Jem'Hadar Attack Cruisers*.

The Breen also deal a potent blow to allied morale with a daring attack on the heart of the Federation: Earth itself. They assail *Starfleet Headquarters* in San Francisco. Their force is wiped out by Starfleet's planetary defenses, but the point has been made: the Breen and the Dominion are a combination to be feared. The Breen see the decimation of their force as a small price for so valuable a morale boost, with the Federation casualty report revised upward a number of times. Even seasoned Starfleet officers are shaken, observing darkly



that the Breen appear to be unstoppable.

As the war progresses and the allies manage to push the fight slowly closer to Cardassia Prime, the partnership between the Dominion and the Breen shows little strain. **Thot Pran** replaces **Thot Gor** as constant observer at the Dominion headquarters, and the Breen forces ask to stand alongside the *Jem'Hadar* on the front line. This request is indulged by the Founder, even though it will supposedly damage the morale of the *Jem'Hadar*. The Dominion will, however, promise anything to the Breen to keep their advantage over the allied

GALAXY FACTS

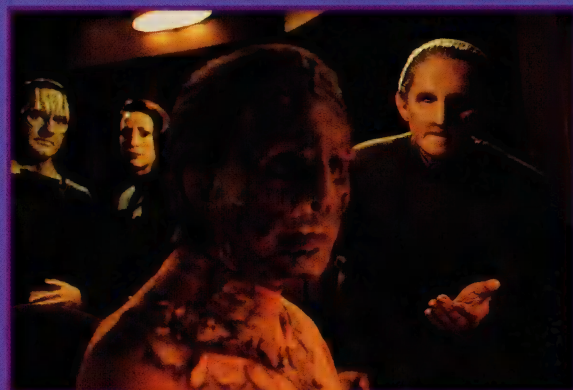
- The Romulans learn the truth of their old adage: "Never turn your back on a Breen" when the nefarious race joins the Dominion.
- Damar warns the Breen that the Dominion will eventually treat them as badly they have Cardassia.

Alpha Quadrant forces, including the prizes of **Romulus** and Earth, to do with as they wish following the conclusion of the war. It is highly likely, however, that they have no intention of following through on this.

Final disgrace

The Breen-Dominion alliance ultimately comes to nothing when a Federation-brokered fleet succeeds in reaching Cardassia Prime. The Breen war effort, although abetted by Thot Pran's personal move to the frontline, is sabotaged by the Cardassians, who switch sides in the middle of the battle. The Dominion campaign is finally quashed.

The Breen are present, along with the Founder on *Deep Space Nine*, at the signing of the historic treaty ending the war in late 2375. It is unknown what terms or reparations are imposed upon these two disgraced powers, but it is unlikely either will be given the opportunity to pursue their agenda of conquest in the near future.



The alliance with the Breen does not save the Founders from the terrible disease inflicted upon them by the covert operatives of Section 31.

have entered into the fray. The Breen fleet is dispatched to help guard Dominion facilities, and launches an immediate offensive at Chin'toka, breaking through the allied lines in two places.

shot, fired from a *Breen Warship*, can drain an enemy ship of all power. The energy potential crackles all around the hull and inside bulkheads, affecting everything: helm, communications, **phasers**, even manual controls. The allied fleet is dealt a critical blow by this weapon, against which they have no defense. Three hundred and eleven ships are

Deadly weaponry

At Chin'toka, the Breen demonstrate their most impressive contribution to the coalition: a new and revolutionary energy dissipation weapon. One



At the conclusion of the war, the Breen and the Dominion sign a peace treaty with the Federation, Klingons, and Romulans.

OVERCOMING A NEW WEAPON

U.S.S. Defiant destroyed

The key to battling the Breen's energy dampening weapon is discovered by accident, when a Klingon ship that recently had its warp core tritium intermix adjusted is left unaffected. In line with this discovery, every Klingon ship is adjusted, but Starfleet and the Romulans remain affected as they struggle to understand the enemy technology. The Klingons, although outnumbered 20 to one, are able to keep the Breen and Dominion off balance long enough for suitable adjustments to be made to the other allied ships. Commander Kira Nerys and her resistance force play a part in finding the remedy to the energy dissipator. They steal a *Jem'Hadar* ship with the weapon installed and pilot it back to the Federation.

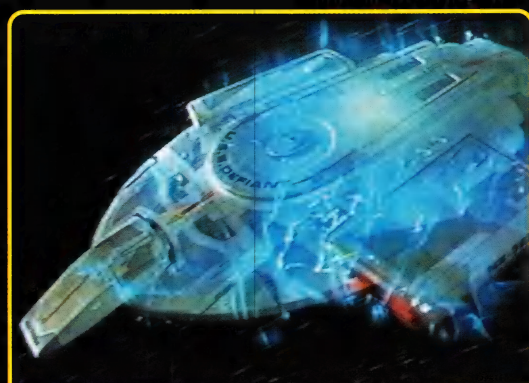


Helpless

The newly encountered Breen energy weapon crackles across a starship's hull like lightning. The Federation has very little defense against such crippling attacks.

Strong force

The Breen add huge, heavily armed warships to the Dominion fleet. One such vessel captures Starfleet officers Dax and Worf, and delivers them to the Founder leader and Weyoun.





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FILE 11

CARD 22



KLINGON FAMILIES

Klingon society is based on a system of honor that passes from one generation to the next. The actions of one's ancestors and descendants can determine everything from social status to a place in the afterlife.

In literally all facets of Klingon life – from career to marriage, inheritance to social standing – the family is a strong determining factor. The same fierce loyalty and tenacity that Klingons exhibit in battle can also be found in their family dynamics. Family status can do much to ensure an individual Klingon's success in life, but it can also play an equal role in destroying their chance to succeed.

Klingon family units are similar in structure to those of many other races found throughout the Galaxy; mother, father, children – both natural and adopted – form a nuclear family.

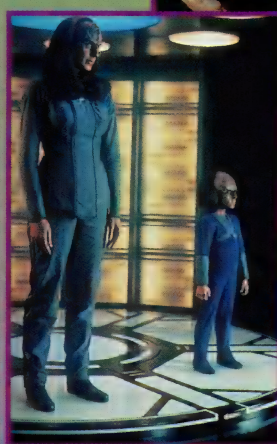
Klingons generally mate for life. A single male and female are bonded through a wedding ceremony that includes the recitation of the **Oath of Union**. The families are predominantly

patriarchal in nature, but women play an important role in the family dynamic. Extended family members can also include non-immediate relations, such as godchildren and **gin'taks**, trusted friends or advisers who become close enough to be considered members of the family. A **Sol-chlm** is a legally appointed guardian, particularly a surrogate mother.

Adoption

As well as by birth, children are welcomed into Klingon families through adoption, or through the **r'uustai** ritual, in which two non-related beings, not necessarily both Klingons, swear a bond which links them as brothers or sisters. Brothers, both natural and adopted, tend to share a particularly close bond in Klingon society.

Klingon families are organized by a system



of Houses. Each House is ruled by a male head, for whom the House is named. For example, the **House of Mogh** refers to the holdings of Mogh, including his spouse and all heirs. The link with a House is the most important family connection for a Klingon. It is also the most devastating to have stripped away.

Inheritance can be



Klingons can interbreed relatively easily with some other races. K'Ehleyr and her son Alexander are part human.

something of a double-edged sword in Klingon society. The power and influence of a highly-regarded house may be passed along to the family's heirs, but so is any stigma that has become attached to the family name. In the Klingon language this is expressed by the phrase: "**G'now juk Hol pajhard**," which translates into "A son shall share in the honors or crimes of his father."

Family duty is taken extremely seriously in Klingon culture. It can supersede other individual

Klingon families do not always share ties of blood. Worf is inducted into the House of Martok in reward for his support of the Klingon general.

concerns, including career and even personal safety. A Klingon may be enlisted to defend the honor of the family at any time; the swearing of a Klingon blood oath often binds family members to extended quests for vengeance. An individual may even be called upon to aid a family member in the **Hegh'bat**, or ritual suicide, reserved for those Klingons who have been incapacitated through injury or other means and believe they are no longer of any use to their family and society.

KLINGON COMMONERS

Lowly birth

The status of a Klingon's House can have a huge influence on his life and career. In 2375, the Klingon General Martok reflects on the difficulty he had in obtaining officer status within the Klingon military, and his feelings about his rejection by the legendary Kor: "Kor's family descends from inside the Imperial court itself. Kor is 'of the blood' – born to rule by the divine will of Kahless! And what was I? A boy from the Ketha Lowlands. He couldn't bear the thought of someone like me joining the elite officer ranks ... That's the difference between his name and mine. His opens doors, mine closes them." In the end, the lowly status of Martok's ancestors within Klingon society proves irrelevant; he is appointed the new Chancellor of the Klingon High Council later that year, in the aftermath of Gowron's death.



Martok comes from modest beginnings, but works his way up through the ranks.

Kor was born into Klingon high society, and was therefore welcomed into the officer class of the legendary Klingon Defense Force.

▼ **A Klingon female's status is dependant on family connections. Unable to serve on the council themselves, the Duras sisters set up their nephew, Toral, as a pawn in their bid for power.**



Traditional social structure divides Klingon society into two broad categories: at the top of the pile are those Houses able to trace their family line of descent from the Imperial Court itself. Armed with the ability to rule "by the divine will of **Kahless**," the elite maintain a strong hold on societal power within the empire. The second category is that of the commoners, those whose ancestors are of more lowly birth. A commoner may work their way up in Klingon society – through exceptional military service for example – but it is a difficult road, blocked at many points by members of the elite who do not wish to dilute the importance of their own family influence in Klingon culture.

Into the next life

The ties that bind Klingon families together often last far beyond the grave. If a Klingon is dishonored in the eyes of the Empire, then his entire family suffers the dishonor. This type of societal banishment can last generations, effectively negating any and all influence the family may have

▼ **Jadzia Dax's suitability as a family member has to be approved by Sirella, Mistress of the House of Martok, before Worf is allowed to marry her.**



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KLINGON FAMILIES



of everything the other possesses, including his home and wife.

In Klingon culture, the choice of a spouse and the decision to marry is often greatly influenced by familial factors. Marriage is an important part of Klingon family life, and is not undertaken lightly. When a young Klingon woman reaches marriageable age, her parents customarily present her with a beautiful ceremonial bracelet known as a **jinaq**. A Klingon woman will see a proposition as an insult if it comes from a member of a less important House than her own.

Winning approval

On its own love, or **par'Mach**, is not, however, enough to guarantee a successful marriage. First, there is a strict approval process that must be followed in order for a potential wife to be admitted into the House of her betrothed. The mistress of the House plays an important role in determining the suitability of any potential female candidates for marriage into the family; those not of Klingon descent often face certain rejection.

Divorce among Klingons is a much simpler ritual.

▼ **Kurn is separated from his elder brother Worf when only an infant. He turns to Worf for help in clearing their father's name when accused of treason by the Duras family.**



It consists mainly of the divorcing individual striking the other and reciting the words "**N'Gos tlhogh cha**," followed by ceremonial spitting.

Family stands at the heart of the fierce Klingon warrior culture, from the honor of its Houses to the organization of its military, and even the approval of potential mates. It is supremely important to safeguard the honor of one's family, or else risk disgrace and virtual banishment from Klingon society. This reverence for family goes beyond the

GALAXY FACTS

▼ **A Klingon's place in the afterlife can be determined by the actions of their children.**

▼ **In the Hegh'bat ceremony, the eldest son delivers the killing blow. If the celebrant has no sons, a trusted friend may assist the ritual suicide.**

concerns of the physical world; the Klingons' strong spirituality also reflects the importance of family in everyday life. For example, during the ritual known as the **MajQa**, a Klingon vision quest, images of one's father are considered to be the most meaningful and powerful types of visions an individual can experience. Even though it may not be the only determining factor, the family and its connections are still by far the strongest arbiters of an individual's chances for success or failure in all aspects of Klingon life.

ARRANGED MARRIAGES

Business before pleasure

In most cases, Klingon marriages are based on love, but as inheritance laws tend to favor the male members of a family, some women choose to make strategic alliances in order to keep their wealth. One



Klingon widow, Lady Grilka, even marries Quark, a Ferengi barkeep, in a successful bid to retain her late husband's money and land.

▼ **Grilka needs to marry Quark in order to keep her late husband's estate out of the hands of her corrupt brother-in-law.**

▼ **In 2373, Quark tries to win back Grilka's affections by demonstrating his familiarity with Klingon ritual.**

Serosian Vessel

The Serosians are a spacefaring culture, but their engine technology is less efficient than that of Starfleet. The system they have developed to counteract this is also prone to malfunction.

Spacecraft development varies across the Galaxy, depending on the technology and resources available to the designers from a specific race or organization. This has led to the development of different – but equally creative – methods of counteracting potential operational problems. One particularly good example can be found in **Serosian Vessels**; these ships are

expected to undertake missions that last for several months, yet their inefficient engine technology necessitates the creation of holographic technicians who can keep the propulsion system operating efficiently. Under normal operating conditions this extra holographic crew member will enable the six living personnel to reach their destination safely, but in the case of one *Serosian Vessel*, aided by

OTHER CARDS IN THIS FILE...

47A: SEROSIAN VESSEL:
COMMAND CHAMBER

SEE OTHER FILES...

HOLODECK BEINGSFile 56
STAR TREK: VOYAGERFile 71

VENTRAL VIEW

It is not known whether the intricate patterning on the underside of the wings is Serosian script, or simply a design element.

Small navigational lights on either side of the cockpit window help other vessels to pick out the dark SEROSIAN VESSEL against the void.

The rear of the vessel tapers gradually, giving it a symmetrical appearance.

Some sections of the ship's workings are exposed to the vacuum of space, rather than covered by hull plating.

A dome-shaped window at the front of the bridge looks out in the SEROSIAN VESSEL's direction of travel. Unlike the viewscreens of Starfleet ships, the crew are watching their actual surroundings instead of a visual projection.

SEROSIAN VESSEL

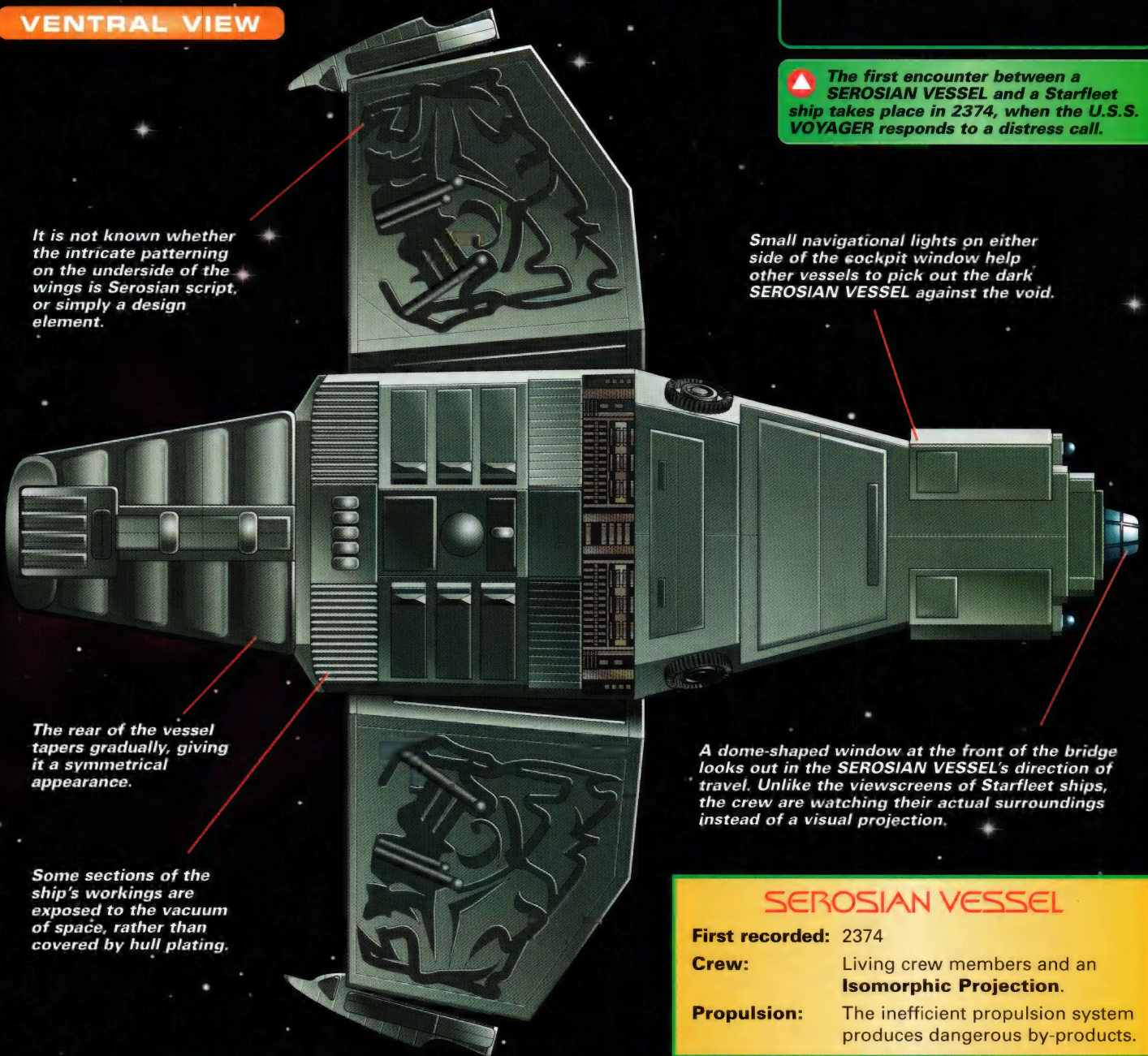
First recorded: 2374

Crew: Living crew members and an **Isomorphic Projection**.

Propulsion: The inefficient propulsion system produces dangerous by-products.



The first encounter between a SEROSIAN VESSEL and a Starfleet ship takes place in 2374, when the U.S.S. VOYAGER responds to a distress call.



Serosian Vessel



▶ The **SEROSIAN VESSEL's** engine mountings give out a dull blue glow.

the **U.S.S. Voyager NCC-74656** in 2374, the psychosis suffered by an **HD-25 Isomorphic projection** leads to the death of its own crew and endangers those offering help.

This *Serosian Vessel* was designed on the **Delta Quadrant** planet of **Seros**. Its exact function is not specified, although elements of the internal and external design suggest its use as some kind of transport or freight vessel. When viewed from above or below, the ship is shaped like a cross, with a bulky main hull separating two equidistant engine mountings. Virtually all of the vessel's exterior is covered in a thick, dull green metallic plating.

Fabulous view

The bow of the *Serosian Vessel* has a distinctive transparent dome which forms the main viewing area for the bridge's crew; the bridge itself is located directly behind this attachment. To either side of the dome are white navigational lights that stay on constantly while the ship is in space, and help define the relatively small rectangular nose of the ship. From this point, the main hull tapers backward in a roughly oval cross section, reaching its thickest point where the large engine cowlings attach to either side of the hull port and starboard. One further clue to the nature of the vessel may be found on the underside of the hull at this point – a series of narrow rectangular hatches may form some kind of loading facility when the ship is docked. The rear of the ship tapers to a narrower point at the stern, and there are no obvious control surfaces or weapons present on the outside of the vessel. The thickness of the hull and its overall height, even at its narrowest part, would suggest a number of decks, although

the lack of windows or viewports, coupled with Serosian descriptions of 'the lower deck' as opposed to 'decks,' may mean there are only two major decks within the entire vessel.

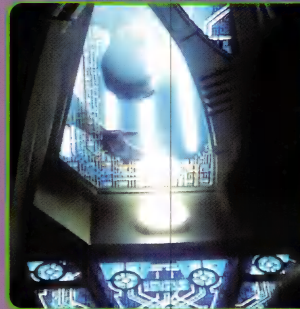
Large intake grilles glow with a dull blue color on either side of the main hull when the ship is not under full power; their narrow horizontal slats are supported by four thicker vertical supports on the leading edge of the propulsion housing. The engines seem to be oversized when one takes into account the overall size of the vessel, although this may further illustrate the inefficiency of Serosian engine design. Unlike the majority of the ship's surface, the underside of the propulsion compartments are not covered in smooth flat plating but have a series of intricate systems exposed to space. The tip of these stubby wing units finishes in a leading edge, which is swept back away from the engines toward the stern of the ship, although their function is undefined.

The ships utilize an environmental system which takes up 59.2 per cent of total power, and has **Starfleet** compatible control interfaces and diagnostic systems. The Serosians are well aware of the technical problems associated with their vessels, however, and therefore have ensured that every ship is equipped with an automatic distress system. This can be detected from a range of five light years.

Holographic help

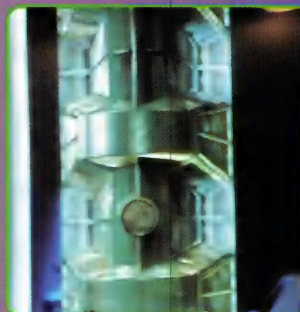
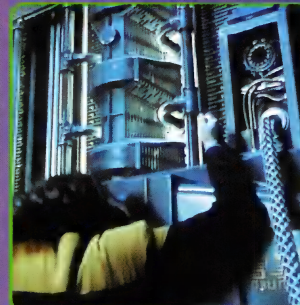
The most notable system found on the ship is the **HD-25 Isomorphic projection** maintenance unit, which has been specifically designed to handle the propulsion system of the ship. As the engines are not as efficient as those found in **Starfleet** vessels, there is a constant need for the reactor core within the *Serosian Vessel* to be cleaned, and any waste matter that may have built up must be ejected from the chamber. Conditions are far too hostile for any humanoid life form, so the Serosians have developed **Isomorphs**, holographic beings whose sole purpose is to inhabit the chamber and carry out this function in order to guarantee the safety of the crew and the successful running of the ship.

The wisdom of this design is called into question when one of the Isomorphs suffers the equivalent of a psychotic episode and kills the entire crew. It then seriously wounds *Voyager's* **Chief Engineer B'Elanna Torres** on **Stardate 51186**, before she and the **Doctor** finally manage to disable it.



▶ The murderous **HD-25 Isomorphic projection** dims the illumination levels inside the **SEROSIAN VESSEL**, in order to hide the bodies of the crew.

▶ **B'Elanna Torres** discovers the true fate of the **SEROSIAN VESSEL's** crew. The engineer is then attacked by the vessel's holographic janitor.



▶ The ship's internal systems have a more sleek design than the outer hull. The Serosian technology appears to be on a par with that of the Federation's.

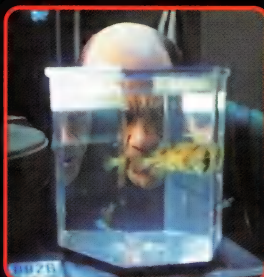


▶ A glowing console in the corner of the bridge sends out an automated distress call if the ship runs into difficulty.

HOLOGRAPHIC CREW MEMBER

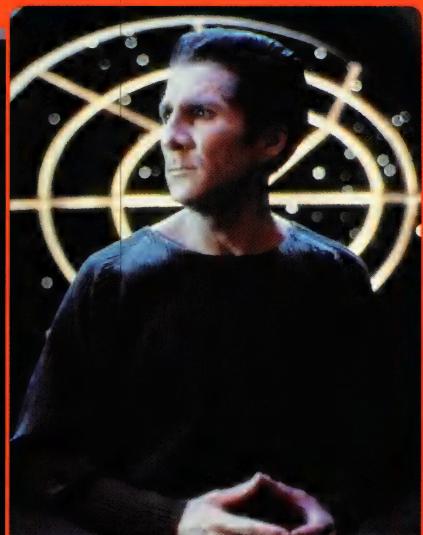
Artificial insanity

Creating holographic beings to carry out work in dangerous conditions is a clever and innovative response to the problem posed by the *Serosian Vessel's* engines. The resulting Isomorph is sentient, and therefore more able to deal with any complicated situations, but its designers fail to anticipate that this sentience leaves it as vulnerable to mental illness as an organic being. Shortly before the **U.S.S. Voyager** responds to the *Serosian Vessel's* distress call, the Isomorph suffers a serious malfunction, and becomes dangerously obsessed with the cleanliness that is at the heart of its purpose. It begins to see the organic crew as unhygienic, spreading dirt and germs wherever they go, and murders them to ensure the purity of the vessel.



▶ The **HD-25 Isomorphic Projection** is designed to operate in conditions that would be too hazardous for an organic life form.

▶ The **HD-25 Isomorphic Projection** is designed to operate in conditions that would be too hazardous for an organic life form.



Spock in Command

Early in **Spock's** career, his cold, unemotional demeanor is often perceived as too alien by the mainly human crews with whom he serves. He overcomes this disadvantage to become a respected and inspirational leader.

The path of command is not an easy one for **Spock**. He is the first **Vulcan** in **Starfleet**, and serving with a predominantly human crew often

results in misunderstanding and even outright prejudice. As first officer of the **U.S.S. Enterprise NCC-1701**, he is required to take command on several occasions; each one is a learning experience that helps to shape him into a confident and inspirational leader, secure in his own abilities and tempered by his belief in the tenets of logic. He makes judgments quickly and decisively.

Unlike many military officers, Spock does not desire command, though if it is a logical step, he will take it. When command

does eventually come his way, he uses the rank not to seek personal glory, but to take what he has learned and use it to help prepare the next generation of Starfleet officers.

Early commands

In 2267, Spock leads a shuttlecraft crew into the quasar-like **Murasaki 312**. Disaster strikes when the **Shuttlecraft Galileo** crashlands on **Taurus II**, an unexplored planet near the center of the formation. During his group's ensuing struggle to survive, Spock learns a great deal about commanding humans. His cold, analytical method of problem-solving leads to friction between himself and the other members of the team; all of Spock's

★ Confidence

Spock has no trouble filling in for Kirk. He instills confidence in less experienced crew members such as Navigator Hadley and Helmsman Rhada.

TAKING CHARGE

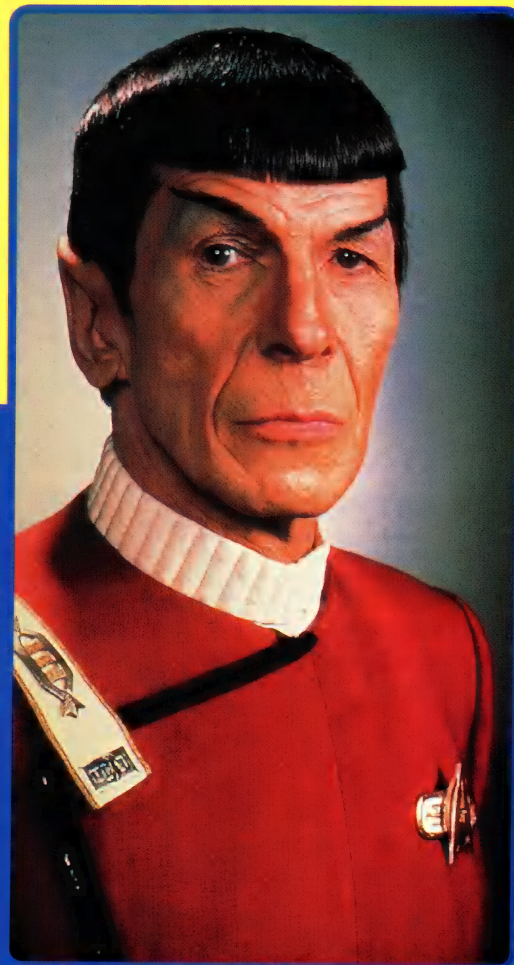
PROFILE OF A COMMANDER

COMMAND POTENTIAL: Captain Kirk sees Spock's command potential and promotes him to the position of first officer aboard the **U.S.S. Enterprise**.

FIRST COMMAND: Spock's first mission in sole command is leading a shuttle crew on a scientific investigation of the **Murasaki 312** phenomenon.

PROMOTION: Almost immediately after this command mission, Spock is promoted to full commander.

CAPTAIN'S CHAIR: Spock is promoted to captain after his return to Starfleet in 2271, and becomes a lecturer at Starfleet Academy on Earth.



▲ **Spock's long service in Starfleet is eventually rewarded with a promotion to the rank of captain. The experienced Vulcan is then assigned to Starfleet Academy, where he spends several years passing his knowledge on to the next generation of starship captains.**



decisions are logical and rational, but some of the party misread his utilitarian logic as a callous disregard for human life. Spock's leadership style includes no positive emotional reinforcement, nor inspiration for the officers under his command. Simply put, Spock's

people skills are sorely lacking. His experiences teach him that if his goal is to lead an effective, motivated team, it is important – and therefore highly logical – to win the confidence and trust of those under his command.

The following year, during a violent encounter between the *Enterprise* and

a **Tholian Web Spinner**, Spock experiences what is possibly his greatest early command challenge. With **Captain James T. Kirk** missing and presumed dead, Spock must choose between attempting to locate and rescue his commanding officer, or taking the ship out of an extremely unstable and dangerous situation. His commands and decisions are questioned at every turn, especially by **Dr. Leonard McCoy**. It is only after viewing Kirk's final, taped commands, that Spock realizes his logical decisions must be tempered with such emotional intangibles as intuition. He learns to accept that the humans he commands are a valuable resource for the kind of



★ Resolute

Spock never allows his disagreements with Dr. McCoy to affect his command decisions.

★ Common sense

Spock is prepared to disregard the orders of a superior officer when he knows they are misguided.

Spock in Command



★ Landing party practice

Spock's first command, on a shuttleborne survey mission, teaches him that emotion has its place in making decisions.

emotional thinking that he himself finds so difficult.

Spock begins to regard recommendations based on emotion as an important component of command decision-making. This does not, however, prevent friction from occasionally flaring up. In 2268, for example, Spock controversially decides to leave an injured Captain Kirk behind on **Miramane**'s homeworld while the *Enterprise* deflects an enormous asteroid away from the planet.

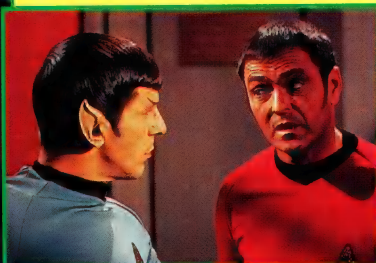
Spock gradually becomes more at ease with command, and the crew likewise learn to trust his

decisions. When the ship is threatened by the **planet killer** in 2267, it is Spock's cool, confident command style that the crew rallies around, rather than **Commodore Decker's** irrational desire for vengeance. Likewise, during the **Kalandan Outpost** crisis in 2268, Spock successfully orchestrates the rescue of the endangered away mission survivors.

Diplomat

In an ironic turn, Spock's first experience with diplomacy while in command is an exercise in frustration for the half-Vulcan. In 2268, his attempts to negotiate Captain Kirk's release with the government of the planet **Gideon** are mired in obfuscation and disinformation. Spock nevertheless

"I neither enjoy the idea of command, nor am I frightened of it. It simply exists. And I will do whatever logically needs to be done." — Spock to McCoy



★ Valuable consultations

Spock sounds out differing opinions from his senior staff, but is not afraid to make the final decision alone.

as a Starfleet training vessel, Spock is highly successful at ushering many groups of cadets through the rigorous curriculum. He is a conscientious teacher who takes a very direct involvement in the development of his charges. Two of his most successful students during this period are **Saavik** and **Valeris**; the latter graduates at the top of her class, although she later betrays Spock and Starfleet.

Success and disappointment

As a captain, Spock is willing to make the ultimate sacrifice for those under his command – as demonstrated by his death and rebirth in 2285. His selfless actions, born of the utilitarian philosophy that "the needs of the many outweigh the needs of the few," allow him to save the *Enterprise* and its mostly-cadet crew from the impending detonation of the **Genesis Device**.

Spock's record as a captain is exemplary, but he knows that this is not where his true calling lies. His efforts to ensure the success of the **Klingon-Federation** peace talks of 2293, during which time he once again finds himself sitting in the captain's chair aboard the **U.S.S. Enterprise NCC-1701-A**, sees his diplomatic career begin to flourish. In his later years, Spock turns his command abilities to leading the warring races of the **Alpha** and **Beta** quadrants toward peace – as noble a goal as any victory he may have won from the captain's chair.

★ Negotiator

Spock's command style differs from Kirk's in that he considers diplomacy the best means of defense.

SPOCK AS MENTOR

Vulcan tutor

Over the course of his long and distinguished Starfleet career, Spock channels much of his time and energy into preparing the next generation of Starfleet officers. He puts his command experience and leadership abilities to use not in any quest for glory or honor, but in following a quiet vocation as a dedicated mentor and teacher, always leading by his own admirable example.

▼ Spock and Saavik

Spock keeps a close eye on the career of the young Vulcan cadet Saavik, and grooms her to succeed him as the U.S.S. ENTERPRISE's science officer.



▲ The captain's chair

Spock captains the U.S.S. ENTERPRISE NCC-1701 in cadet training missions.

▼ Disappointment

Lt. Valeris, another of Spock's Vulcan protégés, betrays the Federation.



Jono

An orphaned human male, adopted and raised by the vicious Talarians who murdered his family, is offered the chance to begin a new life with his grandmother on Earth.

For the first three years and nine months of his life, **Jeremiah Rossa** lives on **Galen IV**, a **Federation** colony world. His father **Connor** is a **Starfleet** officer, one of two sons of **Admiral Connaught Rossa**. Jeremiah's mother **Moirra** is a loving and caring presence in his life, and photos taken of the little boy show him to be a happy, normal, and unremarkable human child.

All this changes when the shadow of war darkens the planet. During the **Galen border conflicts**, the **Talarians** dispute human claims to the planet, and regard the inhabitants

as trespassers. Talarian troops, commanded by **Captain Endar**, invade in 2356. Despite a spirited defense by the Starfleet personnel, that even their enemies regard as tenacious, the Talarians are successful in wiping out the **Federation** presence there. Almost no one is left alive.

Living with the enemy

Jeremiah Rossa is one of the few survivors, but his father and mother lose their lives in the battle. Endar finds the "squalling" child by Moirra's blood-covered body and decides to invoke an ancient custom of his people: claiming the son of his slain enemy as his own. Since he lost his only son at the hands of humans at **Castal I**, Endar feels justified in taking

the human child. Jeremiah Rossa is renamed **Jono**, and becomes a Talarian in everything but biology.

Jono eagerly embraces Talarian ways, gradually forgetting his former life.

HUMAN INHERITANCE



★ Starfleet background

Baby Jeremiah may well have followed his father and grandmother into Starfleet if not for the Talarian attack.



★ Simpler days

Young Jeremiah and his mother, Moirra, enjoyed a happy life on an idyllic Federation colony.

PROFILE ON JONO

TALARIAN NAME: Jono

HUMAN NAME: Jeremiah Rossa

LIFE FORM: Human male

BIRTH FAMILY: Jeremiah Rossa was born to human Starfleet officer Connor Rossa and his wife Moirra. He is the grandson of renowned Starfleet flag officer Admiral Connaught Rossa.

ADOPTED FAMILY: Captain Endar, a Talarian warrior and captain of the *Q'Maire*.

FIRST SEEN: 'Suddenly Human' [TNG]



▲ *Jono was born human, but feels much more at home among the Talarian warriors who raised him after the death of his parents.*

He lives with Endar, now the captain of the warship *Q'Maire*, and continually seeks his adoptive father's approval. He competes in the physical competitions that are a part of a Talarian's life, such as riding six-hoofed, powerful **t'stayans** and contending against other young men. He is an avid competitor, proud of his ability in the games. He breaks two ribs in one contest, but ignores the pain and goes on to score a

notable, impressive victory.

Jono enjoys the life of a typical young Talarian. He races along the river, and listens to **Alba Ra**, a loud and raucous form of Talarian music. When in distress he makes the **B'Nar**, howling as he performs this mourning ritual. By choice, he sleeps in a hammock – beds make his back hurt. His greatest ambition is to be a worthy warrior.

Talarian ethics

Jono absorbs Talarian beliefs and adopts their habits. The society's rigid patriarchy and xenophobia seems normal to him, as does the obedient attention to the wishes of one's captain. In situations where he might encounter a non-Talarian, he wears gloves that protect him from unwanted physical contact.

At the age of 14, Jono participates in a training cruise to **Sector 21947**. He travels aboard an observation craft with four other Talarian teenagers.

The trip does not proceed smoothly, however; a dangerous radiation leak in the

★ Under the helmet

Dr. Beverly Crusher is surprised to find that one of the injured youths rescued from a TALARIAN OBSERVATION VESSEL is in fact a human boy.

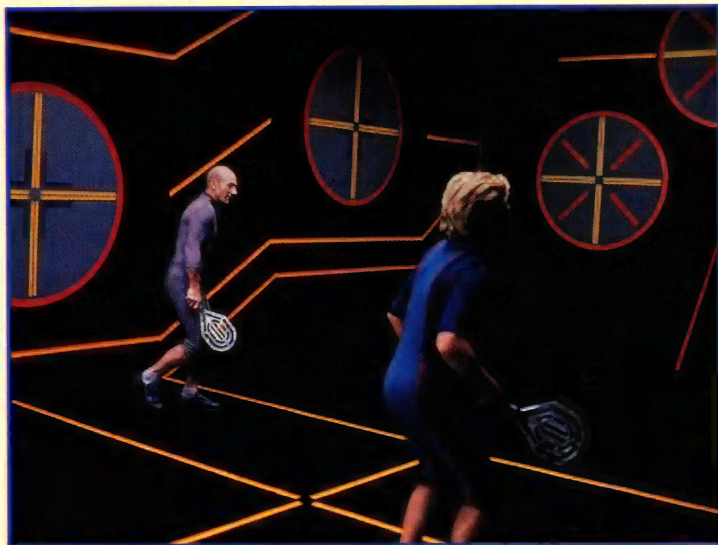


★ Family ties

Admiral Rossa is delighted to find that her grandson is still alive. She looks forward to meeting him.



Jono



★ Letting off steam

Captain Picard enjoys a game of racquetball with Jono. The young boy is able to relate to the physical exertion of the sport and enjoys the challenge.

propulsion system knocks out the five young men and threatens their lives. The ship's automatic distress call is activated.

Fortunately, help arrives almost immediately in the shape of a **Federation** starship, the **U.S.S. Enterprise NCC-1701-D**. Jono, along with his four shipmates, is rescued and brought on board. Even a casual glance reveals the adolescent's human origins, much to the surprise of the Starfleet crew. Medical tests reveal two other things about him, however. The first is that even though he has escaped radiation exposure, there is evidence of many old injuries, either partly or fully healed. Aware of the fact that Talarians treat their captives brutally, but less knowledgeable about the race's rough competitive games, the medical and command staff fear that Jono is the victim of abuse.

Genetic heritage

The second unexpected piece of information is that DNA tests identify Jono as the grandson of Admiral Connaught Rossa, even though the boy was officially listed as missing and presumed dead in the aftermath of the Galen IV attack. His grandmother is contacted and appears eager to have him returned to her, especially since both of her sons were killed in battle.

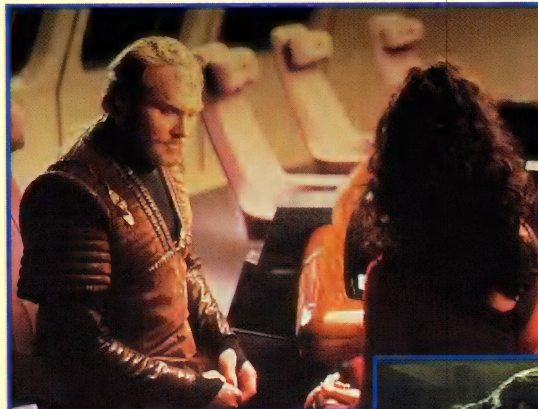
Admiral Rossa is not the only one who wants Jono. Endar cares deeply about his adopted son and insists that he be returned to his

care. In fact, the Talarian captain summons reinforcement warships; he is fully prepared to attack the *Enterprise* and go to war over the issue. Jono has hard choices to make, and according to Talarian custom, he is old enough to make them for himself. At the age of 14, he has already undergone a ceremonial initiation and has reached the **Age of Decision**. According to the ways of his new people, his choice must be respected.

Normally, the *Enterprise's* counselor, **Deanna Troi**, might be expected to help the young man connect with his human roots, but Jono finds it hard to relate to a female officer. The only person on board who Jono truly respects is **Jean-Luc Picard**; despite the captain's notorious discomfort with young people, he manages to forge

"Captain... I am Jono. Take me home to my captain. Take me home to Endar!"

— Jono to Picard



★ **Caring**
Counselor Deanna Troi realizes that Captain Endar is a loving father whose culture is different from that of the Federation, not the cruel abuser they had at first assumed.

a relationship with the boy, albeit a somewhat awkward one. Used to being obedient to a captain he loves, Jono transfers some of that feeling on to Picard.

Divided loyalties

Jono is soon torn by newly emerging memories of his parents and his earlier life. He struggles to make sense of who he is; at times, it seems that the efforts to convince him to stay are proving persuasive. He plays a fierce game of racquetball with Picard, laughs with **Wesley Crusher** over an ice cream mishap, and seems emotionally affected by a message from his grandmother.

Jono's inner struggle actually runs much deeper than the crew suspect. Torn between his respect for Picard and the fear that he is being asked to give up the things that are most important to him, Jono makes a drastic choice when he stabs the sleeping Picard with a **Klingon** dagger. The blow is serious but not lethal, and **Dr.**



★ Touching embrace

Endar and Jono touch foreheads together in a traditional Talarian show of affection.

Beverly Crusher is able to save Picard's life. Jono has been taught that an attack on a captain is the worst offense he can commit, and is prepared to die as a result of his actions, believing that death may be the only way out of his dilemma.

In fact, the very act that Jono thinks will condemn him actually convinces Picard of the depths of the young man's feelings. As a result, the captain agrees to return him to Endar, knowing that Jono is going back to a father who cares deeply about him, and to a world that the troubled young man has made his own. Whether or not he stays in contact with his grandmother, and what affect this has on his future, remains to be seen.

LEARNING TO LAUGH

Ice cream mishap

Captain Picard introduces Jono to Wesley Crusher, hoping that the two will become friends. Wesley invites Jono to share a banana split ice cream with him, but the young Talarian is unused to cutlery and accidentally propels the ice cream into Wesley's face. He expects Wesley to be angry, but when the young man laughs instead, he soon learns to join in.

★ Friends

Captain Picard introduces Jono to Wesley Crusher, a young man who is close to his own age.

★ Enjoying the joke

Wesley is able to see the funny side of being hit in the face by Jono's ice cream and does not react badly.



FILE 48 KLINGON PERSONNEL

J'Dan

Like many Klingon rebels, J'Dan rejects peace with the Federation, considering it a dilution of his people's warrior ethic. In many ways, however, his decision to ally with the Romulans is a much greater betrayal of his race, and all that the Klingon Empire stands for.

Klingon Lt. J'Dan is a proud warrior who passionately upholds his people's traditions and values. For J'Dan, warrior honor can only be attained through the glory of battle. He has little time for the intricacies of diplomacy, and comes to believe that the 23rd-century alliance between the **Klingon Empire** and the **United Federation of Planets** has neutered his race's warrior spirit. As he puts it, "the blood of all Klingons has become water. Since the Federation alliance we are

turned into a nation of mewling babies."

The Klingon-Federation partnership is generally considered a success, although J'Dan is not alone in feeling that the empire has struck a poor deal with its pacifist allies. In response, the lieutenant throws in his lot with a group of other disenfranchised Klingons who wish to break with the Federation. They form an alliance with the **Romulans**, whom they consider to be a race of fellow warriors. Intelligence gathered by the Klingon rebels indicates that there are Romulans who share

FIGHTING FOR A CAUSE

★ Deception discovered

When Starfleet plans fall into Romulan hands, suspicion immediately falls on J'Dan, a Klingon officer taking part in an officer exchange program.



★ Communicator trace

J'Dan failed to anticipate that the crew of the U.S.S. ENTERPRISE could track his downloads through his combadge.

★ Formidable opponent

Renowned investigator Norah Satie is brought out of retirement to look into the possibility of sabotage aboard the ENTERPRISE.



PROFILE ON J'DAN

NAME: J'Dan

LIFE FORM: Klingon male

RANK: Lieutenant

OCCUPATION: Exobiologist; J'Dan is an expert in biology and biochemistry.

ALLIES: J'Dan pretends to be interested in working with Starfleet, but is actually spying on them for a group of Klingon rebels allied with the Romulans.

FIRST SEEN: "The Drumhead" [TNG]

their aims, and even enjoy some covert support from the Romulan government. J'Dan becomes an active agent in a Klingon-Romulan spy network.



▲ J'Dan is a cunning manipulator who uses his need for regular medical injections as a cover for his activities as a Romulan spy.

J'Dan is also a trained exobiologist, with a good working knowledge of biology and biochemistry. His interest in these subjects may well be bound up with his personal circumstances – he suffers from **Ba'ltmasor Syndrome**, a disease that can only be controlled with weekly injections. J'Dan's background and medical condition proves to be invaluable to the rebel cause, enabling him and his fellow conspirators to devise an ingenious way of smuggling Federation secrets to the Romulans.

The wily exobiologist volunteers for the popular Klingon-Federation Officer Exchange Program, and is seconded to the **U.S.S. ENTERPRISE NCC-1701-D**. Once on board, he keeps mostly to himself, although he occasionally joins his new colleagues for drinks in the **Ten-Forward** lounge.

As is usual when J'Dan is aboard a starship or space station, he receives his injections for Ba'ltmasor Syndrome from the medical

technicians in sickbay. He also carries his own **hyposyringe**, in case he needs to inject himself at any time, although this particular piece of medical technology has been uniquely modified: attached to it is a small optical reader that can process and store data from **isolinear chips**.

Spying mission

On **Stardate 44758**, J'Dan uses the **Starfleet combadge** he has been issued to log into the *Enterprise* computer. He gains access to restricted computer files on the technical design of the starship's **dilithium crystal** articulation frame and downloads it into the hyposyringe. The information is digitally received and then translated into a sequence of amino acids; the modified syringe is capable of encoding the raw data into inert proteins. Inside J'Dan's hyposyringe is a deoxyribose suspension, the fluid which usually contains his medication;

OTHER CARDS IN THIS FILE...

1 Worf
20 CH'POK

SEE OTHER FILES...

THE KLINGON EMPIRE.....File 11
STAR TREK: THE NEXT GENERATIONFile 69

J'Dan



★ **Recorder**
J'Dan records data on a simple hyposyringe that appears to be an aid for his medical condition.

★ **On trial**
J'Dan must face a lengthy interrogation from Satie and her associates. The trial is held aboard the ENTERPRISE.

"It is a terrible burden for a warrior to bear, to become nothing without the chance for glory."

— J'Dan to Worf

the proteins are dissolved in this suspension, leaving them indistinguishable from any naturally occurring molecule.

Well connected

Afterward, J'Dan makes contact with a sympathetic **Tarkannan** diplomat and injects the proteins containing the information into his fellow conspirator's bloodstream. The Tarkannan then leaves the starship and meets with his own connections; they take a sample of his blood and pass the files on to the Romulans. Approximately a week after departing the *Enterprise*, the diplomat disappears, and Starfleet learns that the Romulans have possession of the stolen designs. Almost simultaneously, one of the *Enterprise*'s dilithium chamber hatches explodes.

J'Dan's use of a communicator allows the crew to trace him as the person who accessed the files and, presumably, sabotaged the dilithium chamber hatch. **Chief of Security Worf** stands

ready as J'Dan is interrogated by **Commander William Riker** and **Counselor Deanna Troi**. The exobiologist no longer has to show any respect for Starfleet, and he arrogantly answers questions about espionage and sabotage with short, haughty denials. He

accuses his interrogators of anti-Klingon prejudice, and blames the computer for falsely implicating him in any wrong-doing. J'Dan bellows "Send me home if you are so distrusting," only to be told that the **Klingon High Command** are waiting eagerly to receive him after the interrogation is completed.

With a contemptuous wave of his hand, J'Dan ends the interview, informing his interrogators that he has nothing further to say.

Last chance for glory

On the way to the brig, J'Dan taunts Worf, suggesting that the *Enterprise* officer is a Federation puppet who has disgraced the Klingon race. The exobiologist claims to have powerful contacts within the empire who

can help restore Worf's honor — on condition that he lets his prisoner escape on a shuttlecraft. Despite the Klingon spy's insidious intelligence and powerful rhetoric, the ploy fails. Worf is simply disgusted by J'Dan's involvement with the Romulans, a traditional enemy of the Klingons.

J'Dan's impassive, confident demeanor finally evaporates when he is questioned a second time by **Admiral Norah Satie**. Presented with his modified hyposyringe, J'Dan delivers a furious, incoherent lament for the Klingon warrior spirit. He continues to deny any involvement in the explosion, which is eventually discovered to have been an accident.

Ironically, J'Dan's chauvinistic desire to return the Klingons to a stage they have now outgrown actually amounts to a betrayal of his people. Despite his patriotism, he appears incapable of understanding that an alliance with opposing forces brings with it new ideas and different strengths. When the investigation aboard the *Enterprise* is complete, J'Dan is returned to **Qo'noS**, the Klingon homeworld, to be tried and punished as a traitor by the High Council.

J'DAN AND WORF

Nothing in common

J'Dan taunts Worf following his interrogation, and tries to rile the Klingon security officer by reminding him that his family name, that of the House of Mogh, has been dishonored and is never mentioned on the Klingon homeworld. He then tries to bribe Worf into helping him escape; in

exchange for access to a shuttlecraft, J'Dan offers to use his power and influence in the Klingon Empire to restore Worf's family's honor. Worf does not even consider the offer for a moment. Instead, he pins J'Dan against a wall and tells the traitor that he hopes the Klingon High

Council sentence him to a slow death. J'Dan accuses Worf of being a traitor to the Klingon Empire, but it is he who is betraying his people; J'Dan's actions have far more in common with the Romulans with whom he has allied himself than with his fellow Klingon warriors.



★ **Temptation offered**
As Worf escorts J'Dan back to his quarters, the spy suggests that he could restore Worf's honor if the Klingon chooses to side with him.



★ **Blunt refusal**
Worf's response to J'Dan's proposal is blunt and to the point. He has no intention of betraying his people, as J'Dan has done.



★ **On trial**
Worf shows his fellow Klingon no favoritism as the Starfleet tribunal assess the damning evidence against J'Dan.

Micro-Wormhole Probe and Test Cylinder

Hope comes to the stranded crew of the *U.S.S. Voyager NCC-74656* in the form of a micro-wormhole leading to the Alpha Quadrant. The successful transport of a micro-wormhole test capsule through the phenomenon offers a very real possibility that the *Voyager* crew will soon be able to follow.

B'Elanna Torres is able to match data transmission to the phase amplitude of the comm signal, allowing transporter signals to be piggy-backed through the micro-wormhole. The test cylinder reaches Telek R'Mor.



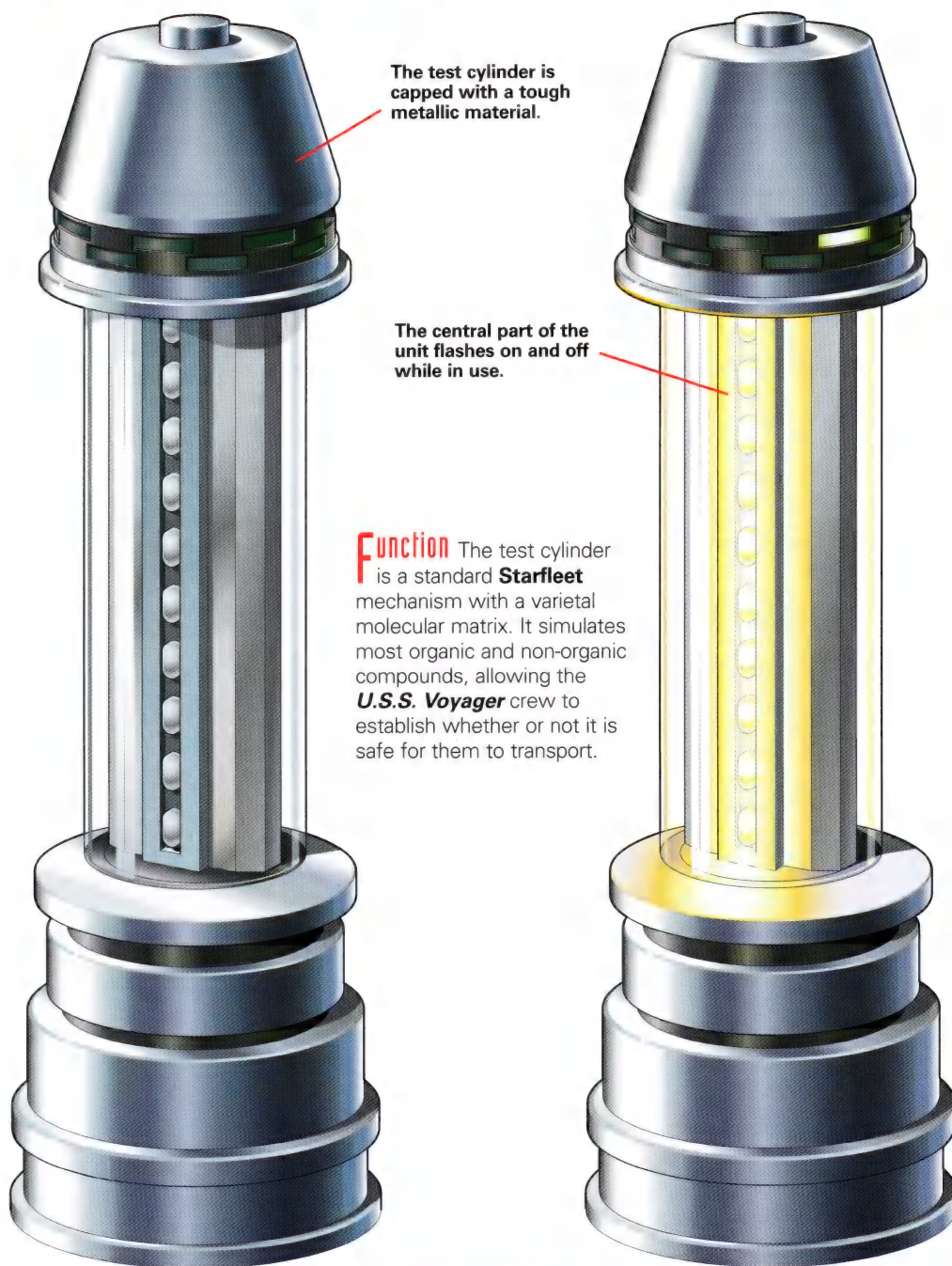
The crew of the *U.S.S. Voyager NCC-74656* discover an apparently stable micro-wormhole in the Delta Quadrant on Stardate 48579. They deploy existing technology, and customize standard operational methods and techniques, in order to maximize contact with the Alpha Quadrant through the anomaly. The wormhole is less than 30 centimeters in diameter, but a detailed scan from 1000 kilometers confirms its ability to carry compressed data transmissions. This opens up the possibility of messages being sent over 70000 light years in a matter of minutes, although the micro-wormhole's advanced age and continually reducing size means that any relay system will take much longer to transmit than normal.

Inflight investigations

The *Intrepid*-class *Voyager* is equipped with **micropubes** that are designed to enter and investigate conditions within extremely small confines. Launched from the forward section of the ship, they give off a bright energy glow when operational, and send back telemetry as soon as they enter the anomaly under investigation. In the case of the micro-wormhole, one micropube sends back detailed information from the interior of the anomaly; a visual representation of its journey is also presented. Unfortunately, an unknown variance within the radiation stream, resident in the micro-wormhole, leads to a distorted energy reading from the probe, and a change of telemetry. The probe becomes mired within a series of gravitational eddies made incredibly dense by the micro-wormhole's state of collapse; the unit is effectively stuck and cannot continue to the exit point.

The robust engineering of the probe prevents it from being

STEPPING STONE TO HOME



The test cylinder is capped with a tough metallic material.

The central part of the unit flashes on and off while in use.

Function The test cylinder is a standard **Starfleet** mechanism with a varietal molecular matrix. It simulates most organic and non-organic compounds, allowing the *U.S.S. Voyager* crew to establish whether or not it is safe for them to transport.

Micro-Wormhole Probe and Test Cylinder

destroyed and, under normal operating conditions, the miniature sensor unit would be expected to operate for at least 72 hours. The signals it sends back to *Voyager* reveal an initial scan from an unknown source; conjecture as to whether any entities living within the micro-wormhole are interrogating the probe are dismissed, as it is equipped to detect life forms within the anomaly. Monitoring of telemetry takes place from both the main bridge and engineering, as a variety of information on location, propulsion, and current operational status is constantly updated from the probe. Alterations to the unit's instructions can be implemented from either station.

Relaying messages

The primary function of a microprobe is to send out data as it traverses unknown or possibly hostile territory, but its careful design also allows it to act as a relay system when required. As such, the *Voyager* crew quickly realize that if telemetric information can be successfully received by whoever is at the other end of the wormhole, it should be feasible to transmit a message to them. In order for the probe to handle the increased amount of information passing through it, the **subspace** communication band from *Voyager* has to be modified to accept the probe as a booster for the signal. **Chief Engineer B'Elanna Torres** and **Ensign Harry Kim** execute this modification.

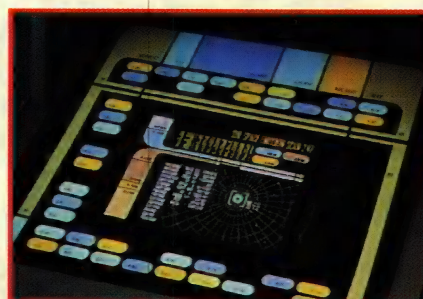
Alterations to the signal are completed by boosting power to the communications bandwidth and reconfiguring the signal generator to ensure compatibility with the probe's long range sensors. The link is tested via subharmonic pulses sent to the probe and, within a matter of minutes, the probe not only receives and relays the pulses, but also transmits pulses identical in frequency and amplitude back to *Voyager*. A voice link is then developed, and the potential problem of gravitational interference is tackled by using a



▶ The crew of *VOYAGER* discover a rare phenomenon – a micro-wormhole in the Delta Quadrant. The phenomenon provides a path into the past of the Alpha Quadrant.

▶ After a series of tests, the Romulan **Telek R'Mor** is successfully beamed aboard *VOYAGER*. His transporter signal is carried 'piggy-back' style through the microprobe's telemetric signal. Captain Janeway welcomes her guest, though she is disappointed to learn that their Alpha Quadrant visitor is from 20 years in the past.

▶ The micro-wormhole only just shows up on the U.S.S. *VOYAGER*'s sensors. As it is a mere 30 centimeters in diameter, a microprobe is needed to investigate it.



covariant isolator in conjunction with an inverted narrow band filter. First attempts at communication through the micro-wormhole require fine tuning by narrowing the filter band pass, but eventually a clear audible signal is attained. The crew find themselves communicating with the **Romulan Science Vessel *Talvath***, under the command of **Telek R'Mor**. His ship is in **Sector 1385** of the Alpha Quadrant.

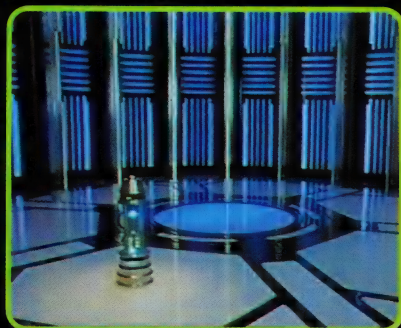
Reconfiguring signal amplifier protocols results in a visual signal being able to penetrate the peculiar radiation stream of the micro-wormhole. The phase amplitude of this visual link is within a few megahertz of transporter protocols, raising the intriguing prospect of a transporter signal being 'piggy-backed' on top of

it. A test cylinder is sent through the wormhole to test the safety of this procedure. R'Mor is then beamed aboard *Voyager*, while compensation against the phase variance within the radiation stream is balanced manually from Main Engineering. Technically, the entire crew could be transported to the Alpha Quadrant using this technique, but when it is learned that the interference is due to a 20-year temporal rift, the threat of polluting the timeline prevents the **Starfleet** officers from making use of this chance to return home. Instead, R'Mor is sent back to his ship with messages for their friends and families. The **Romulan** promises to wait 20 years before delivering the messages; by then, they can no longer damage the timestream.

A TRIP THROUGH TIME

Incredible journey

Despite the often hostile relationship between his race and the Federation, Romulan scientist **Telek R'Mor** is willing to help the stranded crew of the U.S.S. *Voyager*. He takes a considerable risk by allowing them to teleport him onto their vessel through the micro-wormhole, and appears genuinely sorry when he learns that they will not be able to return home. He agrees to take back messages from the crew and deliver them to the Federation in 20 years time. After his departure, however, **Lt. Tuvok** informs the crew that R'Mor died four years ago, before he could fulfill his promise.



▶ A **Starfleet** test cylinder is used to test **B'Elanna's** theory that transporter signals can be relayed through the mired microprobe.



▶ The cylinder successfully appears on R'Mor's ship. The Romulan seems genuinely impressed that the plan has worked.

▶ After 20 trial runs, it appears safe to go ahead and transport a living being through the micro-wormhole.





'Face of the Enemy'

Counselor Deanna Troi is surprised to find herself cast in the role of a major in the Tal Shiar as part of a daring plot to deliver Romulan defectors to the Federation. She has not chosen to take a role in the deception, but soon realizes that lives depend on her playing along.

CAPTAIN'S LOG

STARDATE: 46519.1

"We have arrived at RESEARCH STATION 75 to take on a rather unique passenger, one whose homecoming undoubtedly will be difficult ..."

Counselor Deanna Troi of the *U.S.S. Enterprise NCC-1701-D* wakes up in a darkened room, feeling disorientated and extremely groggy. She is confused when the computer does not respond to her command to bring up the lights, and fumbles her way over to a nearby mirror. When she finally manages to turn on the light, what she sees horrifies her – she has been altered to look like a **Romulan**.

Suddenly, another Romulan appears. He introduces himself as **Subcommander N'Vek** and urges Troi to cooperate with him, but the defiant **Starfleet** officer refuses to do so until she is told exactly what is going on. N'Vek hastily tells her she was abducted from a neuropsychology seminar on **Borka VI** and surgically altered to look this way. Furthermore, she must now adopt the role of **Major Rakal** of the **Tal Shiar**, the much feared Romulan imperial intelligence, if she hopes to survive her ordeal. Troi is also warned about **Toreth**, commander of the **Romulan Warbird Khazara** – the ship on which they are traveling. Toreth will want to know all about Rakal's mission, but must be told nothing.

Secret cargo

As a mysterious container is loaded aboard the *Khazara*, Commander Toreth gives 'Major Rakal' a frosty reception and insists on knowing the nature of the cargo. Warming to her role, Troi eventually warns Toreth to either proceed to the **Kaleb sector** or suffer the consequences of refusing the commands of the Tal Shiar. Commander Toreth reluctantly sets a course to the virtually deserted Kaleb sector.

Meanwhile, the crew of the *U.S.S. Enterprise* arrive at **Research Station 75**. Their mission is to pick up **Stefan DeSeve**, a former **Starfleet** ensign who renounced his **Federation** citizenship more than 20 years ago to live on **Romulus**. He now wishes to return to his own people. Feelings for the man run high – he is seen by many as a traitor, and on beaming aboard the *Enterprise*, **Commander William Riker** immediately places him under arrest for treason until such time as a court-martial can be arranged. DeSeve makes an urgent request to see **Captain Jean-Luc Picard** and, on meeting him, relays a message

ON SCREEN...



1 *Starfleet* ship's counselor Deanna Troi is understandably shocked when she wakes up aboard a **ROMULAN WARBIRD**. She has been surgically altered to resemble a Romulan after being abducted from a neuropsychology seminar on **Borka VI**.



2 Subcommander N'Vek tells Troi that she must assume the identity of Major Rakal, an operative for the Romulan Imperial Intelligence Service, the Tal Shiar.



3 Toreth, commander of the **ROMULAN WARBIRD KHAZARA**, gives Troi a frosty reception, and closely questions her about the mysterious cargo in the ship's hold.



4 Deanna starts to warm to her new role. She haughtily dismisses Toreth's questions, and then demands that the **KHAZARA** proceed to the Kaleb sector.



5 The *U.S.S. ENTERPRISE* picks up Stefan DeSeve, a Federation defector, at **RESEARCH STATION 75**. Commander Riker is adamant that DeSeve be arrested for treason.



6 DeSeve brings Captain Jean-Luc Picard a message, allegedly from Ambassador Spock, urging the *ENTERPRISE* to make a rendezvous with a **CORVALLEN FREIGHTER**.





'Face of the Enemy'

allegedly from **Ambassador Spock**; it is imperative that the *Enterprise* meets a **Corvallen freighter** in the Kaleb sector and transports its cargo back to Federation territory. Captain Picard is completely unaware of Deanna Troi's mission, or the fact that the *Khazara* is going to the same destination. He nevertheless orders his ship to head for the rendezvous point.

On board the *Khazara*, Troi struggles to keep up her bluff as a Romulan. N'Vek finally reveals the nature of the secret cargo: it holds in stasis **Vice Proconsul M'ret**, a high ranking member of the Imperial Senate, and two of his aides. They wish to defect to the Federation and, as part of the Romulan underground movement orchestrated partially by Ambassador Spock, N'Vek is ensuring they are successful. The real Major Rakal was killed so that Troi could take her place. Deanna realizes the importance of her new role, and continues with her impersonation as the *Khazara* makes a rendezvous with the *Corvallen freighter*.

Empathic advantage

During communication with the freighter's captain, Troi's empathic abilities detect he is lying, and Subcommander N'Vek destroys the ship. Toreth is furious when N'Vek claims Major Rakal ordered him to attack the vessel, and turns on Troi. Reasserting her Tal Shiar power, Deanna orders Toreth to cloak the *Khazara*, maintain position, and await her further instructions. Meanwhile, Captain Picard finds it strange that the *Corvallen freighter* has not turned up as expected, and his concern deepens when he learns that the arrangement did not come from Ambassador Spock, in fact, but from a member of the Romulan underground. Captain Picard immediately orders the *Enterprise* to search for the missing ship.

The truth revealed

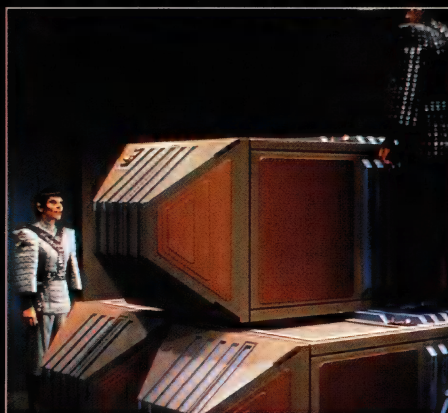
With his plan in jeopardy, N'Vek ignores Troi's arguments over destroying the *Corvallen freighter* and decides they should set a course for the Starfleet base on **Draken IV**, in the neighboring **Taugan sector**, in order to hand over M'ret. En route, the *Khazara* detects the *Enterprise* searching for the destroyed *Corvallen freighter*. This opportunity is too good to miss, and Troi threatens to kill N'Vek if he does not expose the *Khazara's* position to the Starfleet ship. The *Enterprise* avoids the vessel, but when Commander Toreth tries to open fire, Troi assumes command

of the *Khazara* and contacts Picard.

Troi requests transport to the *Enterprise*, so Picard lowers the ship's shields. N'Vek, however, opens fire with a low powered **disruptor** blast intended to draw attention away from the three Romulan defectors also beaming onto the bridge of the *Enterprise*.

N'Vek is killed by his fellow pilot, and Troi only just manages to escape the clutches of Commander Toreth. She is beamed to safety aboard the *Enterprise* in the nick of time. Her mission has been a success, but she is sad that it came at the cost of N'Vek's life.

ON SCREEN...



7 Troi learns from N'Vek that the **KHAZARA's** secret cargo contains **Vice Proconsul M'ret** and two of his aides. The trio hope to defect to the Federation.



8 Deanna does her best to remain in character when she shares a meal with Commander Toreth, but finds maintaining the deception increasingly difficult.



9 The **KHAZARA** meets with the **CORVALLEN FREIGHTER** as arranged. Unknown to the Corvallens, however, the Romulan vessel carries an empath on board. When Troi senses that the Corvallen captain is not telling the truth, Subcommander N'Vek does not hesitate to destroy the vessel.



10 Toreth turns on 'Major Rakal' over the destruction of the **CORVALLEN FREIGHTER**. In response, Deanna reasserts her authority as a member of the Tal Shiar, and the **KHAZARA** proceeds to Draken IV.



11 When Toreth opens fire on the **ENTERPRISE**, Deanna assumes command of the **KHAZARA** and manages to make contact with Captain Picard.



12 Deanna and the three Romulan defectors are beamed onto the **ENTERPRISE**. Dr. Beverly Crusher soon restores Troi's normal appearance.

STARSHIP FACTS

Defection from Starfleet is rare. Ensign DeSeve left the Federation in 2349, as he was attracted by the simplicity of Romulan belief in absolute values. He also found their strong sense of purpose to be very appealing.



'The Magnificent Ferengi'

Quark's mother has been captured by the Dominion. The hapless rescue squad concentrate their efforts on negotiating a trade rather than staging an attack, but the deal looks set to collapse when the Vorta prisoner of war they plan to hand over in exchange is shot and killed.

'THE MAGNIFICENT FERENG'

"Rom ... brace yourself. I have bad news. Moogie has been taken prisoner by the Dominion ... It gets worse ... The nagus wants me to rescue her."

— Quark to Rom

Quark brings Rom terrible news: their mother, **Ishka**, has been taken prisoner by the **Dominion** and **Grand Nagus Zek** has ordered Quark to rescue her. The brothers enlist the help of Rom's son, **Starfleet Cadet Nog**, their cousin **Gaila**, **Ferengi Eliminator Leck**, and even **Brunt** of the **FCA** – but agree not to reveal the full extent of the substantial reward the nagus is paying them.

Quark programs a number of battle simulations into his **holosuites**. It quickly becomes clear that any military option to retrieve Ishka would fail, so Rom proposes they attempt to make a deal with the Dominion instead. **Captain Sisko** agrees to release the **Vorta** prisoner of war **Keevan**; an exchange deal is struck, and Quark selects **Empok Nor** as the location where the transfer will take place. Keevan is skeptical that the plan will work; he believes it more likely that the Dominion will kill him and the Ferengi as soon as they arrive.

Don't give up the day job

Soon after their arrival on **Empok Nor**, Keevan escapes, but the Vorta's attempts to leave in the Ferengi's ship are thwarted; Rom has disabled the engines to prevent just such an occurrence. Keevan is recaptured and taken back to their camp – where the **Jem'Hadar** and **Yelgrun**, the Vorta holding Ishka, are waiting for them.

Yelgrun agrees to a list of demands that will ensure the group's safety. Delighted with their apparent success, the Ferengi retire to prepare for the exchange but Rom lets slip the true value of the reward and Keevan is accidentally killed during the ensuing fight. The Ferengi wire Keevan with **neural stimulators** to make it look as though he is still alive, but Yelgrun suspects something is wrong and calls on his Jem'Hadar to kill the Ferengi. The Dominion forces are wiped out in the ensuing firefight, and the triumphant team head home with Ishka – and Yelgrun, a new Vorta prisoner for the **Federation**.

ON SCREEN...



1 The Starfleet-trained Ferengi Nog is persuaded to instruct the motley group of Ferengi in the skills they will need to rescue 'Moogie' from the Dominion. Nog soon becomes impatient with Quark's recruits, however.



2 Inside one of Quark's holosuite battle simulations, it soon becomes obvious that the Ferengi will have more chance of success if they stick to business.



3 EMPOK NOR, the agreed location of the prisoner exchange, is crawling with Jem'Hadar, but Quark negotiates an acceptable deal with the Vorta, Yelgrun.



4 Unfortunately, before the exchange can take place, Keevan is accidentally shot and killed during a Ferengi argument about how the reward will be split.



5 Despite this setback, the deal must still go ahead. Nog is able to reanimate Keevan's corpse, and Quark leads the remote-controlled Vorta to the exchange.



6 The ruse is soon spotted, but not before Ishka has reached safety. Amazingly, the Ferengi manage to win the firefight with the Jem'Hadar, take Yelgrun prisoner, and swiftly depart. Their rescue mission is a success.

STARSHIP FACTS

Empok Nor was last visited by Starfleet personnel in 2373, when a salvage team lead by Chief Miles O'Brien attempted to retrieve vital pieces of Cardassian technology, needed to repair *Deep Space Nine*.



'Waltz'

A Cardassian attack on a Starfleet vessel leaves Captain Benjamin Sisko marooned on a remote world with a broken arm and only Gul Dukat for company. The *U.S.S. Defiant NX-74205* has just 12 hours to find him before it must leave for a mission elsewhere.

Captain Sisko meets with Gul Dukat aboard the *U.S.S. Honshu*, en route to **Starbase 621** for the **Cardassian's** war crimes trial. Despite Dukat's actions during the war, Sisko has some sympathy for his enemy, although this will not affect his testimony at the hearing. Their meeting is cut short when Cardassian ships mount an unexpected attack on the *Honshu*. The ship is destroyed; Dukat and a badly injured Sisko escape to a nearby planet.

The *U.S.S. Constellation NCC-1974* and *U.S.S. Defiant NX-74205* are dispatched to search for Sisko. The *Defiant* only has 12 hours in which to succeed – a convoy of 32000 **Federation** troops desperately needs the warship's protection, and the rendezvous must be made on time.

Voices from the past

Back on the planet, Dukat puts a cast on Sisko's shattered left arm. He also says he is sending out a general distress signal which may be picked up by either side. Sisko thanks Dukat for saving his life. Soon, the **Cardassian** begins to suffer hallucinations; images of **Weyoun** and **Damar** tell him to kill Sisko. Dukat reassures his 'guests' that he will do so only after the captain has paid him the respect he feels he deserves.

Sisko realizes the transmitter is not sending out a signal at all, and activates the unit when Dukat is not around to see him. The captain realizes the full extent of Dukat's madness when the increasingly deranged Cardassian begins to defend his treatment of the **Bajorans** during the occupation and even argues with an imaginary **Kira Nerys**. Dukat then notices that the communications unit is operational; he destroys it and then viciously attacks the defenseless Sisko.

Aboard the *Defiant*, **Commander Worf** picks up the signal just in time. On the planet's surface, Sisko overpowers Dukat after encouraging him to talk about the much hated **Bajorans**, but Dukat recovers, takes the shuttle, and escapes, while vowing to destroy **Bajor**. Sisko has no doubts about Dukat now. He is evil, and must be stopped.

STARSHIP FACTS

A Dukat's hatred of Bajorans did not prevent him from falling in love with a Bajoran woman, **Tora Naprem**. Their daughter, **Ziyal**, was born in 2353.

CAPTAIN'S LOG

STARDATE: 51408.6

"... As terrible as it sounds, there's a part of me that wishes he were dead – but that's a thought unworthy of a Starfleet officer. He lost an empire, he lost his daughter, and he nearly lost his mind – whatever his crimes, isn't that enough punishment for one lifetime?"

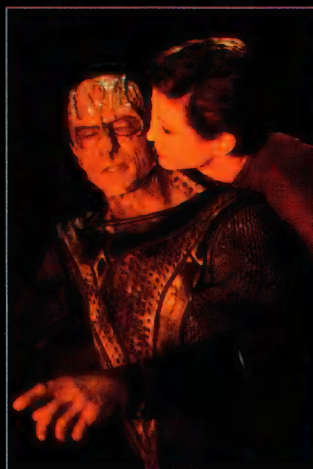
ON SCREEN...



1 The *U.S.S. HONSHU*, a Federation starship, is caught in a surprise attack by Cardassian forces. The assault leaves a badly injured Captain Sisko marooned on a remote planet with his old nemesis, Gul Dukat.



2 Dukat leaves Sisko alone, giving the captain the opportunity to realize that he lied about the distress call. Sisko sends out a genuine SOS message.



3 Dukat is haunted by images of people from his past. As a bemused Sisko looks on, the Cardassian hallucinates that Major Kira Nerys is goading him. The evil gul tries to excuse his crimes against the Bajorans to these phantoms.



4 When Dukat realizes that Sisko has set the beacon to transmit a distress call he goes berserk. He shoots up their camp and destroys the communications unit.



5 Dukat makes his way outside the cave to the downed shuttle, determined to make his escape before the Starfleet rescue party arrives. It is now clear to Sisko that Dukat is completely insane, and therefore extremely dangerous.



6 Sisko makes a brave attempt to stop Dukat, but the Cardassian overpowers him and escapes. Dukat promises he will return to have his revenge on Bajor.



S continued

Shaw, Katik

This male from **Rutia IV** was a believer in the **Ansata** cause. Shaw was questioned and released by **Alexana Devos** after **Commander William Riker** gave him a message for the **Ansata** leader. (*Starship Log*: 'The High Ground' [TNG]) **SEE FILES 18, 69**

Sheer Lunacy

This brain-teaser was introduced to the crew of the **U.S.S. Voyager NCC-74656** by **Harry Kim** in 2375. The only one who could complete the puzzle was **Seven**, but even she cheated. (*Starship Log*: 'Think Tank' [VOY]) **SEE FILE 71**

Shel-la, Golin

The hapless leader of the **Ennis**, a people confined to a prison moon in the **Gamma Quadrant** along with their enemies, the **Nol-Ennis**. Neither side can die, so the fight never ends. (*Starship Log*: 'Battle Lines' [DS9]) **SEE FILES 18, 70**

Shelby, Captain

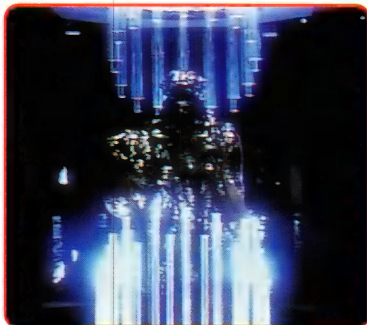
This **Starfleet** officer was the captain of the **U.S.S. Sutherland NCC-72015** and a friend of **Jadzia Dax**. Jadzia called in one of several favors owed to her by Shelby to get **Lt. Atoa** the free time he needed to be at her pre-wedding party. (*Starship Log*: 'You Are Cordially Invited ...' [DS9]) **SEE FILE 70**

Shelby, Lt. Commander

This ambitious officer was central to **Starfleet's** efforts to create **Borg** defense systems in 2366. Shelby studied **Jouret IV** for Borg attack data, and temporarily took the position of first officer aboard the **U.S.S. Enterprise NCC-1701-D** when **William Riker** replaced the assimilated **Jean-Luc Picard** as captain of the starship. She was later reassigned to **Starfleet Headquarters**. (*Starship Log*: 'The Best of Both Worlds', Parts I and II [TNG]) **SEE FILES 43, 69**

Sheliak

This advanced civilization from the **Shelia star system** had more regard for their colonization timetables than human life. In 2366, the **Sheliak** planned to colonize **Tau Cygna V**, but found an illegal human outpost there which they threatened to eliminate. The **Sheliak Corporate**, their government, is ruled by the **Sheliak Director**, and the **Sheliak** populace is referred to as the **Sheliak Membership**. The 2255 **Treaty of Armens** details the **Federation's** relationship with the **Sheliak**. (*Starship Log*: 'Ensigns of Command' [TNG]) **SEE FILES 18, 40, 69**



▲ The **Sheliak** are a reclusive civilization with a low opinion of humans, who they view as an infestation. They have had little contact with the **Federation** since signing the **Treaty of Armens**.



▲ **Geordi La Forge** instructed the holodeck to create an adversary that could defeat **Data's** portrayal of **Sherlock Holmes**. The result was **James Moriarty**, a sophisticated, sentient hologram.

Shenandoah, U.S.S.

This **Danube-class Runabout** was assigned to **Deep Space Nine** during the 2370's. The **Shenandoah** carried **Worf** and **Jadzia Dax** to **Soukara** in 2374. Later that same year, the ship protected **Jake Sisko** and **Nog** from an assault by **Jem'Hadar Attack Ships** until they were beamed onto the **U.S.S. Valiant NCC-74210**. (*Starship Log*: 'Change of Heart' [DS9]) **SEE FILES 30, 70**

Shenara

This **Klingon** princess was the daughter of **Emperor Reclaw**. Shenara was killed during **K'Trelan's** coup. Ten years later, ex-concubine **Karana** secretly assumed the role of Shenara and took the throne. **General Martok's** wife **Sirella** claimed kinship with Shenara, but is actually descended from **Karana**. (*Starship Log*: 'You Are Cordially Invited ...' [DS9]) **SEE FILES 11, 48, 70**

Shepard, Riley Aldrin

This **Starfleet Academy Red Squad** cadet was duped into supporting **Admiral Leyton's** attempted coup in 2372. Shepard was later assigned to the **U.S.S. Valiant NCC-74210**, and was on the vessel when it was destroyed by **Dominion** forces in 2374. (*Starship Log*: 'Paradise Lost' [DS9]) **SEE FILES 31, 70**

'Sherlock Holmes program 3A'

This holodeck environment is based on the detective series written by **Sir Arthur Conan Doyle**. **Data** often plays the part of **Holmes**, with **Geordi La Forge** as **Watson**. The holographic **Moriarty** created for the program developed into a sentient life form, which took control of the **U.S.S. Enterprise NCC-1701-D** in 2365, and again in 2369, after demanding that he be freed from the constraints of the holodeck. (*Starship Log*: 'Elementary Dear Data' [TNG]) **SEE FILES 55, 69**

Sherman's Planet

This strategically placed world, located near **Klingon** territory, was the subject of a dispute between the **Federation** and the **Klingon Empire**, who both claimed they had the right to develop it. It was ultimately awarded to the **Federation** in 2267, as part of the **Organian Peace Treaty**. In 2374, the **I.K.S. Rotarran** guarded transports en route to **Donatu V**, near **Sherman's Planet**. (*Starship Log*: 'The Trouble with Tribbles' [TOS]; 'Trials and Tribble-ations' [DS9]) **SEE FILES 68, 70**

Shaw, Katik
Sheer Lunacy
Shel-la, Golin
Shelby, Captain
Shelby, Lt. Commander
Sheliak
Shenandoah, U.S.S.
Shenara
Shepard, Riley Aldrin
'Sherlock Holmes program 3A'
Sherman's Planet
Sherval Das
Sheva II
'Shevok'tah gish'
Shiana
shields
Shiku Mara
Shimoda, Jim
ship recognition protocols
ship's log recorder
Shiralea VI
Shirkahr NCC-31905, U.S.S.
ShiVang, General
Shivolian
Shmullus
Shmun



▲ **Lt. Commander Shelby** was one of **Starfleet's** foremost authorities on the **Borg**. She helped to stop an incursion into **Federation space** by the collective.



▲ **Nilz Baris** was assigned the task of developing **Sherman's Planet** for the **Federation** in 2267.



Shervel Das This *Valerian freighter* docked at *Deep Space Nine* in need of maintenance, after a voyage from *Fahleena III* in 2369. **Kira Nerys** suspected that the ship was carrying *dolamide* for *Cardassian* weapons. (*Starship Log*: 'Dramatis Personae' [DS9]) **SEE FILE 70**

Sheva II This planet in *Cardassian* territory was used by the *Dominion* to manufacture *Jem'Hadar* soldiers. In 2375, **General Martok** planned an ambitious series of quick strikes on *Dominion* installations, including *Sheva II*. (*Starship Log*: 'Once More Unto the Breach' [DS9]) **SEE FILES 48, 70**

'Shevok'tah gish' The title of a *Klingon* opera. **Ezri Dax** guessed that **Worf** sang 'Shevok'tah gish' during the three days he was trapped in a cramped escape pod. He had actually sung 'Gav'ot toh'va'. (*Starship Log*: 'Penumbra' [DS9]) **SEE FILES 11, 70**

Shiana This female native of the planet *Halii* traded *subspace* communications with her sister, **Lt. Aquiel Uhnari**, in 2369. These transmissions were reviewed by **Geordi La Forge** when it was thought that Uhnari was dead. (*Starship Log*: 'Aquiel' [TNG]) **SEE FILES 43, 69**

◀ **Geordi La Forge** developed an attraction for **Lt. Aquiel** while reviewing her personal correspondence. The missing officer had kept in regular contact with her sister, *Shiana*.



shields This protective *graviton* field surrounds a starship in a protective bubble, defending it from the effects of hostile weapons fire or spatial anomalies. Advances in shielding include *metaphasic*, *regenerative*, *unimatrix*, and *chromodynamic* shielding. Each shield is set to a specific frequency, although shield nutation can be utilized to alter the frequency in order to prevent an enemy from matching *phaser* fire with frequency modulation, thus rendering them unable to penetrate the defense system. Each ship's *shield harmonics* produce a unique, identifiable reading that can be used to identify the type of craft, but not the exact ship. *Transporters* cannot be used when shields are active. *Shield inverters* are a component of the deflector system. Shields are also known as *tactical deflectors*. (*Starship Log*: 'Where No Man Has Gone Before' [TOS]; 'Encounter at Farpoint' [TNG]; 'Emissary' [DS9]; 'Caretaker' [VOY]) **SEE FILES 20, 21, 22, 25, 26, 27, 28, 29, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80**



▶ The shields of station *DEEP SPACE NINE* completely enveloped the station in an illuminated sphere.

Shiku Maru This 23rd-century *Starfleet* vessel, commanded by **Captain Silvestri**, made contact with the *Children of Tama*, also known as the *Tamarians*, but was unable to establish a dialogue. (*Starship Log*: 'Darmok' [TNG]) **SEE FILES 18, 19, 31, 69**

Shimoda, Jim This *Starfleet* officer held the position of assistant chief engineer aboard the *U.S.S. Enterprise NCC-1701-D* in 2364, under **Chief Engineer Sarah MacDougal**. Shimoda pulled dozens of *isolinear optical chips* from out of their sockets, while under the influence of the *Psi 2000 virus*, thus disabling the starship. (*Starship Log*: 'The Naked Now' [TNG]) **SEE FILE 69**

ship recognition protocols This catalog contains the unique characteristics of many starships, such as their profile and size. By matching this data to an approaching vessel, it can be determined if the ship is friendly. (*Starship Log*: 'Descent', Part I [TNG]) **SEE FILE 69**

ship's log recorder The 24th-century name for a starship's flight recorder, or recorder marker, which contains backups of the vessel's logs. A ship's log recorder is launched if the vessel's destruction is imminent, in the hope that the recorder's data may save others. (*Starship Log*: 'Force of Nature' [TNG]) **SEE FILES 31, 63, 69**

Shiralea VI This planet is the location of the *Parallax Colony*, which is famous as a haven for free-spirited thinkers and artisans. The *U.S.S. Enterprise NCC-1701-D* holodeck contained a simulation of Shiralea VI which was a favorite of **Lwaxana Troi**. She often frequented the mudbaths when vacationing there and introduced young **Alexander Rozhenko** to the holoprogram. (*Starship Log*: 'Cost of Living' [TNG]) **SEE FILES 58, 69**

▶ The *Parallax Colony* on *Shiralea VI* was frequented by a wide variety of life forms. Entry to the colony was only afforded to those whose "hearts are joyous."



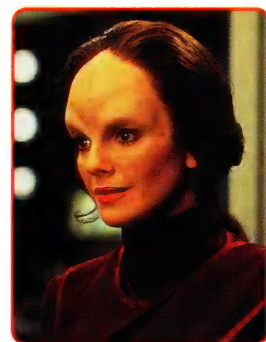
ShirKahr NCC-31905, U.S.S. This *Miranda-class* starship was destroyed by an orbital weapons platform during the *Federation/Dominion* battle for the *Chin'toka* system in 2374. Despite suffering heavy losses, the *Federation* forces won the day. (*Starship Log*: 'Tears of the Prophets' [DS9]) **SEE FILES 31, 70**

ShiVang, General This high-ranking *Klingon* warrior hired **Martok** as a civilian laborer to clean the mess hall of his flagship. ShiVang later gave Martok a battlefield commission during a *Romulan* attack, leading to the younger warrior's illustrious career. (*Starship Log*: 'Once More Unto the Breach' [DS9]) **SEE FILES 48, 70**

Shivolian A female *Shivolian* visited the *U.S.S. Voyager NCC-74656* when **Captain Janeway** opened the ship to visitors at the *Markonion Outpost* in 2376. **Naomi Wildman** identified her as *Species 521* and was chastised by *Seven of Nine* for using *Borg* designations. (*Starship Log*: 'Survival Instinct' [VOY]) **SEE FILE 71**

Shmullus The uncle of *Vidiian* physician **Denara Pel** was named Shmullus. She used it as an affectionate nickname for the *U.S.S. Voyager NCC-74656*'s *EMH*, and suggested he consider it in his search for a suitable name. (*Starship Log*: 'Lifesigns' [VOY]) **SEE FILES 56, 58, 71**

▶ **Denara Pel** began to call the *U.S.S. VOYAGER NCC-74656*'s *EMH* after her uncle, Shmullus. The *EMH* developed a holographic body for *Danara*, giving her temporary respite from the debilitating effects of the phage.



Shmun This male character is included in the *holosuite* program entitled '*Vulcan Love Slave, Volume III*.' The female character is named **T'lana**. **Quark** wanted to play Shmun to **Ezri's** T'lana in 2375. (*Starship Log*: 'The Emperor's New Cloak' [DS9]) **SEE FILE 70**

S continued

shock pulse

An engineering term for an intense push of **warp core** power. In 2372, **B'Elanna Torres** tried to separate the **U.S.S. Voyager NCC-74656** from a distortion ring with a shock pulse. (*Starship Log*: 'Twisted' [VOY]) **SEE FILE 71**

Shoggoth

A popular **Cardassian** mystery writer. For **Julian Bashir's** birthday in 2371, his friend **Garak** gave him a **holosuite** program based on a Shoggoth enigma tale. In Cardassian mysteries, the suspects are always guilty. (*Starship Log*: 'Distant Voices' [DS9]) **SEE FILES 13, 70**

shon-ha'lock

This word in the **Vulcan** language translates, literally, as 'the engulfment.' Shon-ha'lock is love or infatuation, a dangerous emotion. **Tuvok's** experience with shon-ha'lock required months in isolation with a Vulcan master to overcome. (*Starship Log*: 'Alter Ego' [VOY]) **SEE FILES 8, 43, 71**

Shras

This **Andorian** representative traveled to the **Babel Conference** aboard the **U.S.S. Enterprise NCC-1701** in 2267. He was surprised when his associate, **Thelev**, was revealed as a disguised **Orion** spy and charged with killing **Tellarite** ambassador **Gav**. (*Starship Log*: 'Journey to Babel' [TOS]) **SEE FILES 7, 68**

Shrek, Jaglom

This **Yridian** male thought that **Worf** would pay him for information about a **Romulan** prison camp that was populated by **Klingon** survivors of the **Khitomer massacre**. Shrek believed that Worf's father, **Mogh**, was among the inmates. (*Starship Log*: 'Birthright', Parts I and II [TNG]) **SEE FILES 11, 12, 43, 69**



▲ **Jaglom Shrek told Worf about the Romulan prison camp when they met on the Federation station DEEP SPACE NINE.**

Shri-tal

This **Cardassian** deathbed practice involves the passing on of secrets to relatives. The legacy of confidential information can then be used against enemies, continuing the work of the dead. (*Starship Log*: 'Ties of Blood and Water' [DS9]) **SEE FILES 50, 70**

Shroud of the Sword

This **Klingon** artifact, stolen by the **Hur'q**, once covered the legendary **Sword of Kahless**. **Vulcan bakrinium** miners found the shroud in the **Gamma Quadrant**, and presented it to their Klingon ambassador, **Kor**. (*Starship Log*: 'The Sword of Kahless' [DS9]) **SEE FILES 11, 43, 48, 70**

shroud

This is the name given to the invisibility cloak used by **Jem'Hadar** soldiers. If a Jem'Hadar is not given enough **ketracel white**, they lose the ability to shroud. (*Starship Log*: 'The Jem'Hadar' [DS9]) **SEE FILES 16, 70**



▲ **Federation shuttlecraft come in a variety of guises, and are designed to operate in space and planetary atmospheres.**

Shumar, Captain Bryce

This **Starfleet** officer was the commander of the **U.S.S. Essex NCC-173**. Shumar died in 2167, when the noncorporeal **Ux-Mal** prisoners on the **Mab-Bu VI** moon tried to use his ship to escape imprisonment. (*Starship Log*: 'Power Play' [TNG]) **SEE FILE 19, 31, 69**

shuttle

This small **Federation** spacecraft is able to carry small crews over relatively short distances. Federation starships store shuttles in a dedicated shuttlebay. **Starfleet** operates a variety of task-specific shuttlecraft models, including the **shuttlepod**, **orbital shuttle**, and **personnel shuttlecraft**. Shuttles are also known as shuttlecraft. (*Starship Log*: 'The Galileo Seven' [TOS]; 'Coming of Age' [TNG]; 'Vortex' [DS9]; 'Cathexis' [VOY]) **SEE FILES 30, 68, 69, 70, 71**

shuttle escape transporter

Some shuttlecraft are equipped with these emergency **transporters** for a quick, short-range, personnel evacuation. (*Starship Log*: 'The Best of Both Worlds', Part II [TNG]; 'Day of Honor' [VOY]) **SEE FILES 30, 69, 71**

shuttle, Vulcan

This transport vessel was used by **Spock** to travel to the **U.S.S. Enterprise NCC-1701** in 2271. The Vulcan designed and built shuttlecraft was equipped with a **warp sled** and a detachable personnel compartment which could dock with starships. The shuttle on which Spock traveled was named **Surak**. (*Starship Log*: **Star Trek: The Motion Picture**) **SEE FILES 30, 72**

shuttlebus

This transport on **Rutia IV** was designed to carry children to and from their school. In 2365, **Ansata** activists bombed the **shuttlebus**, in what they claimed was an accident. The incident turned many moderates against the Ansata. (*Starship Log*: 'The High Ground' [TNG]) **SEE FILES 18, 69**

shuVak

A **Klingon** word for servant. After **Worf** and **General Martok** had a disagreement, Worf felt as though Martok were ordering him around like a shuVak. (*Starship Log*: 'Once More Unto the Breach' [DS9]) **SEE FILES 11, 70**

Siana

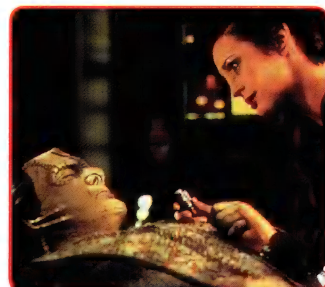
This attractive **Cardassian** woman caught **Damar's** eye at a gathering for **Legate Hovas** in 2375. Damar gave her a briefing on the war effort in the **Dominion** war room, before they were disturbed by **Weyoun**. (*Starship Log*: 'Shadows and Symbols' [DS9]) **SEE FILE 70**

shock pulse
Shoggoth
shon-ha'lock
Shras

Shrek, Jaglom
Shri-tal
Shroud of the Sword
shroud
Shumar, Captain Bryce
shuttle
shuttle escape transporter
shuttle, Vulcan
shuttlebus
shuVak
Siana
sickbay
Sigma III Solar System
Sigma IX
Sigma Draconis
Sigma Erandi System
Sigma Iotia II
signal correlation traces
Sikaris
Sikla Medical Facility
silicon-based life
silitium
silken sunrise
sillinite crystals
Silmic wine



▲ **The Andorian ambassador Shras was easily identifiable among the dignitaries en route to the Babel Conference in 2268. Like all his race, he had antenna and blue skin.**



▲ **Kira Nerys took part in the Cardassian Shri-tal practice when Tekeny Ghemor was dying of Yarim Fel syndrome.**



sickbay

This term for hospital facilities on **Federation** vessels is borrowed from seafaring terminology. Basic sickbay equipment includes surgical and recovery **biobeds**, research facilities, and handheld equipment such as the **hypospray**. (*Starship Log: 'The Man Trap' [TOS]; 'Encounter at Farpoint' [TNG]; 'Caretaker' [VOY]*) **SEE FILES 20, 21, 22, 25, 26, 28, 29, 65, 68, 69, 71**



▲ The sickbay aboard the **U.S.S. VOYAGER NCC-74656** is able to cope with a large influx of injured personnel.

Sigma III solar system

This planetary system is the location of **Quadra Sigma III**. In 2365, a **Federation** mining colony on this world suffered a devastating explosion. The relief efforts of the **U.S.S. Enterprise NCC-1701-D** were complicated by **Q**. (*Starship Log: 'Hide and Q' [TNG]*) **SEE FILES 69**

Sigma IX

A high level **Starfleet** security designation. **Starfleet** medical officer **Lt. Commander Hilliard** denied **Julian Bashir's** request for **Odo's** medical records, citing a lack of Sigma IX clearance. **Captain Benjamin Sisko** had Sigma IX authorization. (*Starship Log: 'When It Rains ...' [DS9]*) **SEE FILE 70**

Sigma Draconis

This star system was the location of a planet to which the **U.S.S. Enterprise NCC-1701** tracked **Kara**, the woman who stole **Spock's** brain. Of the nine planets in the system, only **Sigma Draconis III, IV, and VI** were **Class-M**. **Spock's** brain was taken to Sigma Draconis VI, where the female **Eymorgs** lived comfortably underground, thanks to an ancient and highly advanced technology, while the male **Morgs** suffered on the freezing surface. (*Starship Log: 'Spock's Brain' [TOS]*) **SEE FILES 18, 40, 66, 68**

Sigma Erandi system

This star system was where **Kivas Fajo** suggested that **Captain Picard** could go to find a **hytritium** vendor. Sigma Erandi was three weeks distant from the **U.S.S. Enterprise NCC-1701-D** at the time, but the **U.S.S. Grissom NCC-42857** was nearby. (*Starship Log: 'The Most Toys' [TNG]*) **SEE FILES 58, 69**

Sigma Iotia II

This remote **Class-M** planet was first visited by the **U.S.S. Horizon NCC-176** in 2168. The **U.S.S. Enterprise NCC-1701** returned there in 2268, and confirmed that **lotian** society had been contaminated by its previous contact with a **Starfleet** crew. It was noted that an Earth book had been responsible for the lotians' fascination with gangsters of Earth's 1920's. (*Starship Log: 'A Piece of the Action' [TOS]*) **SEE FILES 18, 68**

▶ The crew of the **U.S.S. ENTERPRISE** tried to reverse the cultural contamination that had occurred on **Sigma Iotia II**.



signal correlation traces

The name given to the residue from a message which is found in an engineering data log. Following the signal remnants upstream reveals the source, or sender, of the message. These traces can also be falsified. (*Starship Log: 'Investigations' [VOY]*) **SEE FILE 71**

Sikaris

This **Class-M** planet in the **Delta Quadrant** is the homeworld of the **Sikarians**, a humanoid species renowned for their hospitality, despite this being rooted in self-interest. The **Sikarian Canon of Laws** – their society's version of the **Prime Directive** – barred them from giving their advanced **trajector** technology to **Captain Janeway**. (*Starship Log: 'Prime Factors' [VOY]*) **SEE FILES 18, 59, 71**

Sikla Medical Facility

This hospital on **Malcor III** was located near its capital. **Berel** was Sikla's chief of staff, and **Nilrem** his second. Controversy erupted in 2367, after crisis room physicians discovered that the unconscious **William Riker** was not **Malcorian**. (*Starship Log: 'First Contact' [TNG]*) **SEE FILES 18, 43, 69**

silicon-based life

These living creatures rely on silicon biochemistry, rather than carbon, which is the norm for humanoid species. The discovery of the **Horta** on **Janus VI** in 2267 proved that silicon-based life was possible. **Horta** eggs had been dismissed as silicon nodules until the true nature of the spherical rocks was realized. Other silicon-based life forms include the **microbrain** from **Velara III** and the **Crystalline Entity**. Nucleosynthesis in silicon is seen in a number of chemical compounds. (*Starship Log: 'The Devil in the Dark' [TOS]; 'Home Soil' [TNG]*) **SEE FILES 18, 68, 69**



▲ The sole purpose of the silicon-based life form known as the **Horta** was to protect its eggs in the **Vault of Tomorrow**.

silithium

This volatile, naturally-occurring substance can be detected in some comets. Silithium and **verteron** particles produce an explosive reaction when they are put in close proximity to one another. A silithium-based comet threatened to destroy the verteron-laden **Bajoran wormhole** in 2371. (*Starship Log: 'Destiny' [DS9]*) **SEE FILES 5, 70**

silken sunrise

This blue beverage was among the many drinks offered at **Quark's bar** on **Deep Space Nine**. In 2374, **Quark** was reduced to mixing drinks manually when the **replicator** in his establishment malfunctioned. (*Starship Log: 'Valiant' [DS9]*) **SEE FILES 59, 70**

sillinite crystals

Ensign Samantha Wildman collected these rock formations for her daughter, **Naomi**, in 2375. Samantha promised to bring home beautiful sillinite crystals and **holopictures** from her away mission. (*Starship Log: 'Once Upon a Time' [VOY]*) **SEE FILES 43, 71**

Silmic wine

This type of wine was popular among the crew of the **U.S.S. Voyager NCC-74656**. In a piece of gossip during '**A Briefing with Neelix**' in 2372, the **Talaxian** revealed that romance was blooming over Silmic wine in the mess hall. (*Starship Log: 'Investigations' [VOY]*) **SEE FILE 71**

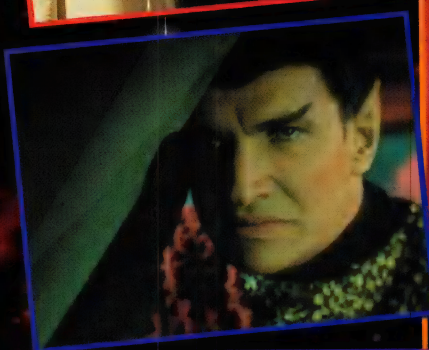
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Starships of the Dominion Fleet
Launching an assault on the Alpha Quadrant

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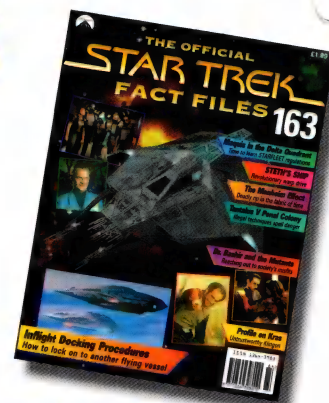
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OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 23B

TALAXIAN BELIEFS



OTHER GROUPS
AND RACES

The strong religious beliefs of the Talaxian people give them strength in times of hardship and help to bind their society together. They are a very open people, and take great pleasure in sharing their culture with others.

As do many other races throughout the Galaxy, the Talaxian people have a rich culture of folklore and legend. Some of these tales form the basis of their religious beliefs, others are purely secular, but all have a part to play in the structure of their society. Many of these tales can be traced back over centuries, and give an insight into Talaxian history. For example, the second edition of 'Eldaxon's Collected Folklore', published in the year 5012 (new calendar), contains a number of ominously titled tales about a race whose name means

'foolish' in Old Talaxian; other words relating to them have passed into modern Talaxian vocabulary and mean 'weak-minded,' 'reckless,' and 'blind.' The tales relate to a phantom army that appeared out of thin air, destroyed entire colonies, then vanished, and it appears that its name – 'Vaadwar' – became synonymous with anyone who let themselves be fooled by these cunning and treacherous conquerors.

Basis in truth

The tale may seem like a simple morality fable, but it records actual meetings with the extraterrestrial Vaadwaur people, and is

undoubtedly based on real history, even if the actual details have been exaggerated over the centuries.

The most deeply held belief in the Talaxian faith

▶ **Neelix's Talaxian beliefs promise him that he will be reunited with his late sister, Alixia, in a paradisiacal afterlife.**



▶ **During a crisis of faith, Neelix has a nightmare vision in which he is in the afterlife, but Alixia is a rotting corpse.**



THE FESTIVAL OF PRIXIN

A celebration of family

Each year, the crew of the U.S.S. *Voyager* NCC-74656 gather together in the ship's mess hall and dine on a variety of diverse food and drink to celebrate the Talaxian festival of Prixin. At the center of these celebrations is Neelix, *Voyager's* Talaxian ambassador and morale officer, who often stages events drawn from his personal experience as a way of raising the crew's spirits on their long journey home. Neelix spends many weeks in preparation for Prixin, ensuring that a variety of exotic fruits are ripened to perfection in time for the celebrations. The festivities allow the stranded crew to forget their troubles, at least for a few hours.

Neelix's ability to use food and festivities as a means of making people feel welcome

has proved extremely helpful to *Voyager* over the course of its journey. In 2375, for example, he is assigned the difficult task of representing the crew when a Kadi ambassador arrives on the ship. Aware that the puritan Kadi are quick to take offense, Neelix spends much time preparing various foods for his guest, as well as outfitting the ambassador's quarters with a purpose-built ablutionary fountain. Only later does he discover that his well-intended gestures have been swept aside by the ambassador, who would much prefer to sample some excitement in his life, courtesy of the synthehol and holographic women that are available aboard the Federation starship.



▶ Strange vision

Neelix's enjoyment of one Prixin celebration is marred by visions of his dead sister, who mixes with the crew.



▶ Table manners

At the beginning of the Prixin feast, the celebrants stand around a table laden with ripened fruits and other traditional foods.

▶ Raising a toast

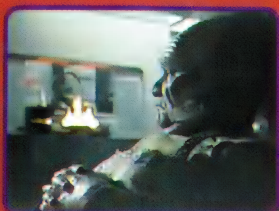
The traditional Earth gesture of raising a drink-filled glass in celebration fits easily into the Prixin festivities.



▼ **Food for thought**
Talaxians understand the importance of ritual, and like to encourage other races to remember their own cultural ceremonies.



► **Comforting**
Neelix often tells Naomi Wildman Talaxian folktales and legends at bedtime. She especially enjoys hearing about the Guiding Tree.



◀ **Stories from history**
Neelix uses the U.S.S. VOYAGER computer to recall old Talaxian tales about the Vaadwaur race.



► **Phantom army**
Neelix reluctantly admits that the word 'Vaadwaur' has a number of extremely negative connotations in Talaxian culture.

is one shared with many races across the Galaxy: that their spirits will live on in an afterlife. Central to this notion is the image of the **Great Forest**, a lush, inviting woodland populated with dense foliage and bathed in warm sunlight. From early childhood, Talaxians are taught to embrace a vision of the Great Forest and to look upon it as a place from which they can draw inner strength,

comfort, and mental wellbeing. It also serves to instill in them the belief that death should hold little fear; once their physical existence has ended, they can look forward to finding themselves within the peaceful confines of the Great Forest.

It is at the center of the Great Forest that the Talaxian people expect to find the most revered icon in their afterlife belief: the **Guiding Tree**. Once beside

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TALAXIAN BELIEFS



OTHER GROUPS
AND RACES



OTHER GROUPS
AND RACES

the Guiding Tree, Talaxian belief states that the deceased will be reunited with their ancestors, who will have gathered to greet them; their mother, father, brothers, and sisters – indeed everyone who has ever loved them – and they will then be protected for eternity. As a sign of how highly the Talaxian people regard the Guiding Tree, some choose to keep ornate carved icons of it in their homes, a practice which **Neelix** follows in his quarters aboard the **U.S.S. Voyager NCC-74656**.

Food and festivities

The Talaxians observe a number of public holidays and festivities. The most important event on the Talaxian calendar is **Prixin**, an annual holiday in celebration of the family; in honor of their Talaxian crew member Neelix, Prixin is observed each year by the *Voyager* crew.

Foodstuffs mark an important part of Talaxian celebration and ritual. Another Talaxian tradition involves the sharing of the history of a meal prior to eating it, as a method of enhancing the culinary experience; Neelix's mother was

particularly adept at this tradition, skillfully giving every course and garnish its own story.

The value Talaxians place on their beliefs enhances their respect for the culture and rituals of other races; they fully understand the secular importance such celebrations hold and the social cohesion they encourage. Talaxians are therefore as ready to encourage members of other races to adhere to their own beliefs as they are to introduce them to Talaxian culture. Neelix makes a concerted effort to ensure that the *Voyager* crew members observe their own species' holidays; in 2374, he encourages a hesitant **B'Elanna Torres** to take part in the **Klingon Day of Honor** celebrations, and presents her with a **Rokey blood pie** – the traditional Klingon dish eaten on the Day of Honor – which he has prepared especially for her.

The Talaxian way of life has had an immensely positive effect on *Voyager's* long journey back to the **Alpha Quadrant**. Neelix's desire to celebrate his own culture, while encouraging others to do the same, is typical of his people's warm and welcoming nature.

GALAXY FACTS

- **Neelix** thinks of the **Great Forest** whenever he cannot sleep, and takes comfort in the fact that he will one day be reunited with his loved ones.
- **Nine hundred years ago**, the Talaxian people were known as the **Talax-ilzay**, and spoke a dialect now known as **'Old Talaxian.'** Most of their legends and folktales were first recorded in this language.



▲ **The Guiding Tree**
The Guiding Tree is huge, with a split trunk and many branches. It is similar to the ancient oak trees of Earth.



▲ **Clouded visions**
In Neelix's vision, the Guiding tree is bathed in an odd, slightly distorting, blue glow.

NIGHTMARE VISIONS

Losing faith

On Stardate 51449, Neelix is killed while collecting protomatter from a volatile nebula. He is subsequently resurrected courtesy of Borg nanoprobes, but awakes from a state of nothingness; he did not visit the Great Forest and there were no loved ones waiting for him.

The incident causes Neelix to doubt his faith. With **Chakotay's** help, he undertakes a vision quest in an effort to fully comprehend the experience and, true to Talaxian doctrine, he finds himself face-to-face with his beloved younger sister, **Alixia**. Unfortunately for Neelix, this interpretation of the Great Forest soon darkens, and **Alixia** crumbles to dust as the vision quest appears to confirm his newfound fears that the afterlife is nothing but oblivion.

Neelix's experiences cause him great distress and convince him that life is futile, leading him to attempt suicide. Luckily, his friends rally round and soon convince him that his life is indeed worth living, and that *Voyager* would be a much poorer place without his presence.



◀ **Nothing**
Neelix is horrified to discover that he did not experience the Talaxian afterlife during his 'death.'

► **Nightmares**
In the days following his resurrection, Neelix suffers a series of odd, highly disturbing visions and nightmares.



◀ **Quest**
Chakotay encourages Neelix to undergo a vision quest.



▲ **Back from the dead**
*Neelix is revived hours after his death by Borg nanoprobes, in a procedure suggested by **Seven**.*



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OMICRON THETA

The beautiful and tranquil **Class-M** planet **Omicron Theta** was home to a thriving Earth colony — until the inhabitants incurred the wrath of the android **Lore**, precipitating the destruction of their world.

Omicron Theta is a **Class-M** planet. Its Earth-type atmosphere, land masses, seas, and vegetation — together with soil rich in minerals suitable for crop growing — once made it an ideal world for colonization by **Federation** scientists. When a group of settlers arrived on Omicron Theta in the 24th century, they deliberately avoided spoiling the planet's beauty by using only natural material in the construction of their buildings. They also created a sophisticated underground research complex in which to continue their scientific studies.

In time, the planet became home to 411 colonists, many of them eminent scientists who traveled to Omicron

Theta from Earth, in order to raise their families and carry out research in an environment of peace and tranquillity. Perhaps the colony's most notable figure was **Dr. Noonien Soong**, Earth's foremost robotics scientist. Soong continued and completed his life's work — the construction of a **positronic** brain — on the colony. He married another Omicron Theta colonist, **Dr. Juliana O'Donnell**, and together they created an android almost indistinguishable from human beings and capable of independent thought. They named their creation **Lore**.

This android lived among the colonists, but they soon grew uneasy in his company and petitioned Soong to have Lore replaced with a less perfect android. The scientist agreed to this

demand, and created an emotionless positronic android named **Data**. The unstable Lore, angered by the public reaction to him, made contact with the **Crystalline Entity** — an alien life form that feeds off organic beings' life forces.

Armageddon

Upon realizing that their destruction was imminent, the colonists sought refuge in the underground complex. There, they disassembled the renegade Lore, and decided to leave a record of their achievements by programming Data with an amalgam of their memories and journals, in the hope that the entity would show no interest in an artificial life form, and that their achievements would survive through him. The colonists



Perfect world

Omicron Theta sustained an Earth colony before it was devastated in an attack by the **Crystalline Entity**.

Devastation

In 2364, a **U.S.S. ENTERPRISE** away team beam down to **Omicron Theta**. They find a scorched, barren surface — the planet has been utterly drained of all life by the **Crystalline Entity**.



deposited Data just outside the concealed entrance to the complex, and fitted him with a signalling device so that he would be discovered by anyone investigating the call. It was Dr. Soong's hope that

whoever found his creation would determine that he had been successful in his life's work. In fact, the scientist and his wife themselves evaded the entity's destructive power, by fleeing to **Terlina III**.

ULTIMATE REVENGE

Traitor

In 2336, Omicron Theta and its colonists are destroyed in an act of revenge by the android **Lore**, who directs the **Crystalline Entity** to the planet. When it first appears, the **Crystalline Entity** instills a sense of wonder and scientific interest in the colonists — it resembles an interlocking crystalline lattice structure, but literally feeds on life forces. It soon becomes apparent that the life form has arrived with the sole purpose of destroying the planet. The entity strips the environment of all life via huge energy beams that convert organic matter to energy, a terrifying process which lays waste to the entire planet.



The children of Omicron Theta capture the terrible beauty of the **Crystalline Entity's** assault in their simple paintings and drawings.



In 2364, Lore offers the **U.S.S. ENTERPRISE** and its crew to the **Crystalline Entity**, but he is ejected out into space by Data.

Planet	Omicron Theta		
Class	M	Quadrant	Alpha
Inhabitants	None		
Atmosphere	Nitrogen/oxygen/ trace elements.		
Population	Omicron Theta was once home to 411 Federation colonists, most of whom perished in the attack by the Crystalline Entity.		
Principle interest	Many of the colonists were scientists, conducting their research in the peaceful haven of the colony.		
Economy	Agricultural.		
Current status	The planet is now barren and lifeless.		
Starship log	'DataLore' (TNG).		

GALAXY FACTS

▶ **Dr. Clendenning** was another notable scientist who lived on Omicron Theta. He experimented with gamma scans, and worked on new gamma radiation detectors.

▶ **The Crystalline Entity** is capable of atmospheric and spatial flight. Starfleet records detail that 11 planets have been obliterated by it.

The Omicron Theta tragedy leaves relatives of the murdered colonists distraught. **Dr. Kila Marr**, for example, is consumed with feelings of guilt over abandoning her now dead son, **Renny**, on the colony. Marr devotes the rest of her scientific career to tracking down the Crystalline Entity, and eventually succeeds in destroying the life form in 2368. She shatters it with **graviton pulse emissions** sent out by the **U.S.S. Enterprise NCC-1701-D**.

Prior to this, however, the **U.S.S. Tripoli NCC-19386** responded to the signal left behind by the colonists in 2338. On arrival, an away team from the starship



▶ **Twenty six years** after he was discovered by the **U.S.S. Tripoli**, **Data** returns to Omicron Theta.

were greeted by the sight of empty farms and barren wastelands. They soon discovered the deactivated Data, now covered in a layer of ice, but could find no trace of the colonists or their underground base.

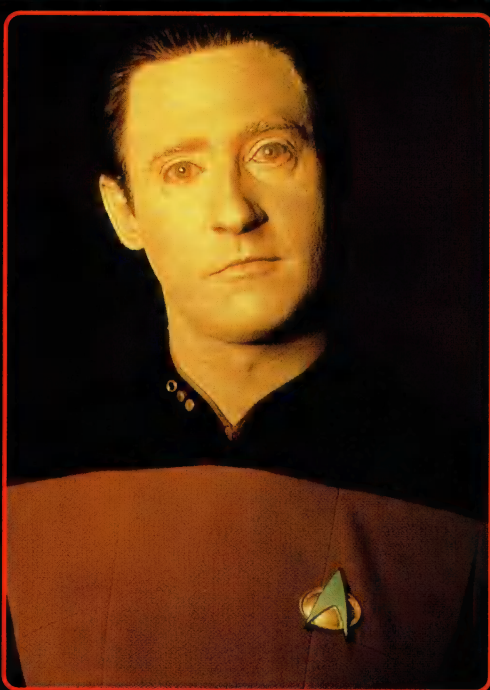
Lifeless

In 2364, an away team from the *Enterprise* visit Omicron Theta and conduct a second search for the missing colonists, finally uncovering the deactivated Lore in the underground complex. The **Starfleet** officers also take full measure of the devastation inflicted by the Crystalline Entity. The planet's purple



▶ **Even Omicron Theta's flora** has been drained of its life force, by the energy-hungry Crystalline Entity.

skies now look down upon a barren surface on which the only vegetation is a few charred trees; a light mist drifts over burnt rocks and lifeless, scorched earth. Even the colony's buildings have been completely eradicated. Three decades after the entity's attack, Omicron Theta harbors no lifesigns – not even insects or soil bacteria. It will sadly take years for anything to grow there again.



▶ **The android Data** is programmed with the memories and journals of the Omicron Theta colonists, such as **Renny Marr**.

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OMICRON THETA



THE UNITED FEDERATION OF PLANETS

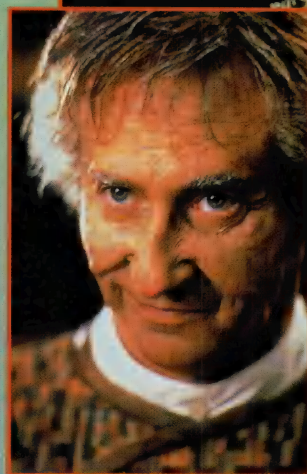


THE UNITED FEDERATION OF PLANETS

▶ **When the Crystalline Entity** attacks Omicron Theta, **Juliana Soong** flees the colony with her husband, **Dr. Noonien Soong**. She later dies from injuries sustained during the Crystalline Entity's attack.



▶ **Soong flees to Omicron Theta** to escape the derision of his peers, following the initial lack of success of his experiments to create a positronic brain. The robotics scientist manages to complete his life's work at the colony.



PEACEFUL EXISTENCE

Theta colonists

Over the years, the Omicron Theta colony has been home to many notable figures. One such scientist is the xenobiologist **Dr. Kila Marr**, who lived there with her son, **Raymond Marr**, known to friends and family as 'Renny.' The young man attended the colony's renowned university, where his physical prowess made him a keen participant in the various sporting events held there. He even won a championship emblem for playing parrises squares.

When **Dr. Marr** decided to carry on with her work away from Omicron Theta, she left her son in the care of family friends, the **Wallaces**. **Renny** completely understood his mother's career move, and remained proud of her work. He continued to enjoy life in the community, doing well in his school exams, taking part in archeological expeditions to the mountains, and spending time with his girlfriend – until he perished in the Crystalline Entity's attack.



▶ **In 2368**, the Crystalline Entity is destroyed after it attacks a Federation colony on **Melona IV**. **Dr. Kila Marr** kills the creature from the bridge of the *ENTERPRISE* using a modulated graviton beam.



▶ **Dr. Kila Marr's son Renny** was killed when the Crystalline Entity attacked the Federation colony. She devotes the rest of her life to finding a way to track down the life form and destroy it.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 43



OTHER GROUPS
AND RACES

THE MAKERS' ANDROIDS

The Andromeda Galaxy was once home to an ancient race known only as the **Makers**. This sophisticated species created humanoid androids to serve as a labor class, thus freeing themselves to spend their time concentrating solely on one thing: the creation of a perfect social order.

In 2367, the crew of the **U.S.S. Enterprise NCC-1701** encounter a group of sophisticated humanoid androids. These artificial beings originated in the Andromeda Galaxy, where they were created by an ancient race they call the **Makers**. Everything that is known about this race has been learned through the accounts of the androids, who were built to be a labor class, freeing the Makers to indulge in 'higher pursuits.'

The Makers' androids are constructed to form part of a greater whole; all units are linked together via a relay device, which appears to be a large irregularly shaped

translucent crystal. They are equally capable of acting independently, however, and each individual unit in a series is identified by a five-sided translucent pendant that bears its individual serial number. The relay facilitates the connections, but the operator of this complex central control unit is an android named **Norman**, who guides the entire population.

Prime directive

The Makers program the androids with a primary order to serve their masters completely and to make them happy. It is therefore ironic that the androids cannot understand the concept

of happiness – they are programmed to act logically.

Centuries ago, the Makers colonized the Milky Way, accompanied by their android servants. Their homeworld was later destroyed by a supernova, leaving the Milky Way colonists as the only survivors of their race. The androids on these outposts continue to provide for their masters, but, eventually, the last Makers die. The androids find themselves lost and without purpose. As their existence is defined by their willingness to serve, the androids can do little more than wait for new masters to arrive.

Centuries later,



▲ In 2267, the **U.S.S. ENTERPRISE** is taken to a world populated entirely by androids. The planet was originally colonized centuries ago by a race from the Andromeda Galaxy.



▲ The androids refer to **Mudd** as their lord, and serve his every whim.

Federation criminal and fugitive **Harcourt Fenton Mudd** arrives on one of their outposts. The androids are pleased to be able to return to work in the service of a new master, and create

thousands of new androids in order to serve 'Lord Mudd.' The Makers programmed their androids

ANDROMEDAN RACES

Visitors to our Galaxy

It is unknown if the Makers' androids were created in the image of their builders. If so, then this would confirm that this ancient Andromedan race looked very similar to humans. The only other known race from the Andromeda Galaxy are the **Kelvans**. The natural appearance of these beings, however, is known to be radically different to humanoids, as their bodies have 100 tentacles. The Makers and the Kelvans are the only known races from Andromeda that have traveled to the Milky Way; both have tried to conquer and colonize. Neither race appears to have any understanding of human emotion. The androids describe their Makers as logical beings, while the Kelvans find human feelings and sensations to be completely alien.



▶ When the **Kelvans** take on human form, they experience emotions that are totally alien too. Captain **Kirk** uses this weakness to defeat them.

▶ In 2268, the **U.S.S. ENTERPRISE** crew encounter another Andromedan race, the **Kelvans**.



▶ The Makers' androids have no understanding of human emotion. Like the stoic **Vulcans**, they are completely governed by logic.



Navigation Android colony planet
Class M **Quadrant** Alpha
Inhabitants Humanoid androids

Summary: The androids were originally ruled by their builders, the Makers, but this ancient Andromedan race eventually died out. For centuries, the mechanical population was left ungoverned, until a new master came in the form of 'Lord Mudd.' He is eventually deposed.

Programming: The Makers' androids were programmed to serve as a labor class.

Starship log: STAR TREK: The Original Series 'I, Mudd'

GALAXY FACTS

▶ The Makers' androids create new units to serve Harry Mudd. Most of the new androids are from an identical series of highly attractive females. In total, the planet soon has over 2000 units dedicated to the service of 'Lord Mudd.'

▶ Norman is deactivated when told a conundrum. Mudd tells the android that he is a liar, then states that he is now lying.



▶ Norman lifts a flap of artificial skin on his stomach, revealing his inner workings of wires and circuitry.

to study them in order to anticipate their needs, and before long the androids realize that Mudd is a very flawed individual. They alter their mission imperative to find a wider range of humans to observe.

Illogical masters

With the help of Mudd, the androids abduct the *Enterprise* and its crew to their planet, thus providing themselves with more humans to study. The androids soon learn, however, that humans have different needs from the



OTHER GROUPS
AND RACES

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FILE 18

CARD 43

THE MAKERS' ANDROIDS



OTHER GROUPS
AND RACES

▶ The logical half-Vulcan Spock behaves out of character and participates in the confusion created by his human colleagues. He tells the bewildered android Norman that logic is a "wreath of pretty flowers that smell bad."



▶ Captain Kirk orders his crew to dance to non-existent music.

▶ Norman poses as a Starfleet officer in his bid to take over the ENTERPRISE.



Makers. The logical androids find it beyond their programming to understand the desires of their new masters; the humans are incomprehensibly illogical. The androids conclude that the best way to serve humanity is to protect them from themselves.

Takeover

The androids plan to commandeer the *Enterprise* and offer their services to humanity. They believe that the human race will be glad to be served and, in a short while, will become completely dependent on them. The androids will keep humanity happy by controlling its self-destructive urges. Such a plan, though benign in intention, amounts to no less than the

takeover of the Federation.

Fortunately, the planned android invasion is foiled by **Captain James T. Kirk**. He orders his crew to monitor the androids' behavior carefully; they soon find that the mechanoids' complete reliance on logic is their fundamental weakness. The units can only understand what they can perceive as being logical; when faced with a concept that is too 'human' and emotional, an android connects to the collective by putting its head to one side while a pendant flashes on and off. The unit relays its query to Norman, who will attempt to help coordinate a response. Depending on the severity of the problem, however,

the android can become completely disabled. Kirk also realizes that shutting down Norman in such a fashion is the key to deactivating all of them.

Kirk's crew use illogic as a weapon against the androids by behaving ridiculously, such as dancing to non-existent music. The confusion they create shuts all of the androids down, including Norman.

Productive use

Once disabled, the entire android population comes back under the control of their human masters. The androids are reprogrammed, turned back on, and resume serving in the

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The Original Series.....File 68

traditional sense. One of their original functions was to make the planet habitable for the Makers. Their reprogramming makes them concentrate on adapting the planet for productive use and they are even given a human to study: Mudd is left behind when the *Enterprise* departs as an example of a human failure, so that the androids can learn by observation what to avoid in the future.

IMMORTAL LIFE

Granting wishes

The Makers' society may have functioned similarly to Earth's ancient Greece. A slave labor class performed all of the necessary work, leaving Greek citizens free to indulge in art and philosophy. The Makers' androids were built to carry out mundane tasks, but they were also designed to study and anticipate the needs of their masters. The androids offer to fulfill the desires of the U.S.S. *Enterprise* crew, with the advanced technology at their disposal. For example, they can grant virtual immortality by placing a human brain in an android body, a technological feat also attempted by the human scientist, Dr. Roger Korby.



▶ The androids intrigue Lt. Uhura with the promise of eternal youth, by offering to place her brain in an indestructible android body.

▶ In 2266, Federation scientist Roger Korby uses alien technology to transfer his consciousness into an android body.



▶ The android Norman tempts Chief Engineer Scott with a workshop full of advanced technology at his disposal.



Will Riker and Captain Picard

Jean-Luc Picard and William T. Riker are one of Starfleet's foremost 'dynamic duos,' a captain and first officer who perfectly complement each other and enjoy a relationship built on mutual respect and trust.

Commander **William T. Riker** is personally chosen by **Captain Jean-Luc Picard** to be his executive officer in 2364, despite the two never having met. The younger man's record stands out among so many others because of an incident while he was serving under **Captain Robert DeSoto** on the **U.S.S. Hood NCC-42296**. In his capacity as first officer, Riker refused to allow DeSoto to beam down to the planet **Altair III** during a crisis, even risking court-martial for disobeying a direct order. This trait catches the eye of Picard, who believes that one of the marks of a good officer is an overriding concern for the mission and the safety of the ship, rather than a desire to achieve a spotless service record.

This principle characterizes Riker and Picard's partnership from the moment the new first officer reports aboard the **U.S.S. Enterprise NCC-1701-D** at **Farpoint Station**. The commander always feels free to offer another perspective, or challenge the captain's point of view, while at the same time his deep respect for Picard means he rarely has reason to question a decision.

Head to head

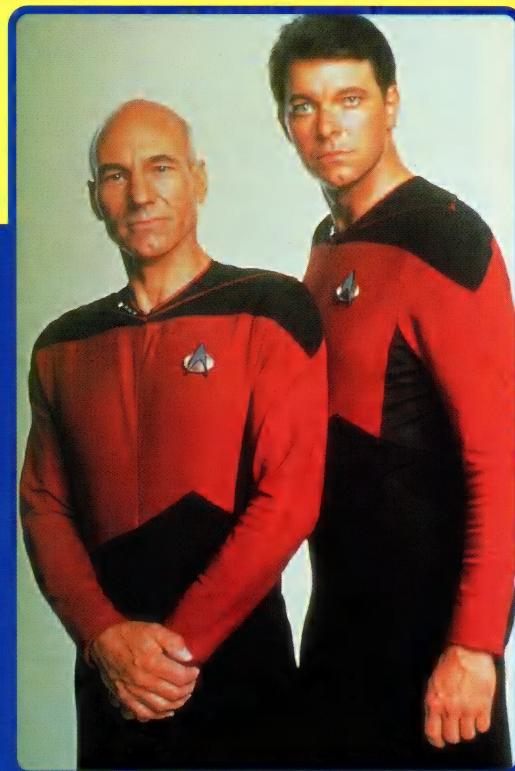
Their mutual admiration is most apparent when they are placed in positions of conflict with each other, such as the mock battle between the *Enterprise* and the **U.S.S. Hathaway NCC-2593** in 2265. As he and Riker go head to head, Picard simply claims that the commander is "the best." The captain also

PROFILE OF A PARTNERSHIP

COLLEAGUES: Captain Picard and his first officer, Commander Riker, work well together. Riker feels free to bring every option to his captain's attention, and Picard completely trusts his Number One.

FRIENDS: On a personal level, the captain and first officer are also friends. They share the occasional joke, and Riker even gets away with a wicked impersonation of his superior during 'Captain Picard day.'

PRESENT STATUS: Captain Picard and Commander Riker serve aboard the **U.S.S. Enterprise NCC-1701-E**.



▲ **Captain Picard describes Riker as one of the finest officers with whom he has ever served. Correspondingly, Riker's bitter description of the wound in his heart when it is feared Picard has been killed in early 2370, speaks volumes about the esteem in which he holds the captain.**

congratulates his first officer on some "brilliantly unorthodox" strategy during the **Borg** incursion of early 2367.

Riker has Picard's complete trust. Following standard procedure aboard **Starfleet** vessels, the captain delegates leadership for most non-diplomatic away missions to the commander. These include such vital actions

as ensuring **Zefram Cochrane's** pioneering warp flight is completed as history records in 2063. For his part, Riker takes the safety of his captain very seriously: he voices concern whenever Picard joins a potentially hazardous

away mission, and he clearly takes it very hard when Picard is abducted from the bridge on two occasions in 2366, first by **Ansata** terrorists and later by the **Borg**.

Executive decisions

Picard leaves complex shipboard operations — such as juggling 15 science teams and one long-range sensor array over a two-week period in 2368 — and crew management in the first officer's hands, confident that Riker will deal with any situation or bring more unusual matters to his attention. When **Lt. Reginald Barclay** turns in a consistently poor standard of work in 2366, Riker brings it to the captain's attention. Picard's insistence that Number



DIRECT APPROACH

★ New captain

Riker does all he can to find out more about Jean-Luc Picard before meeting his new captain.

★ Command style

Picard and Riker soon get used to each other's command style.



★ Jellico

Commander Riker works less well with Captain Jellico, who temporarily commands the **U.S.S. ENTERPRISE** in 2369.

Will Riker and Captain Picard



★ Chance of command

In 2365, Picard informs Riker that he has been offered the command of the **U.S.S. ARIES NCC-45167**, but the first officer turns down the chance of promotion.

One "try harder" with Barclay, rather than simply transfer the problem to another starship, bears fruit when the engineer develops into a valuable officer. Riker has much to learn from a captain who is 30 years his senior.

Riker in Picard's chair

Picard has no reservations about leaving his ship in Riker's hands, even in times of potential combat. He does so on numerous occasions over the years, notably when he attempts to foil **Dr. Tolian Soran's** insane plans at **Veridian III** in 2371, and also when officers from the **U.S.S. Enterprise NCC-1701-E** crew must fight a running battle through the area of space known as the **Briar Patch** in 2375. Riker returns this faith with unfailing support for his captain, even to the extent of joining Picard

in apparent mutiny against Starfleet on the **Ba'ku colony world**. Moreover, on the few occasions when Riker does disobey Picard's instructions, it always turns out for the best: in 2367, for example, he leads a successful mission to rescue the captain from a Sherwood Forest fantasy created by **Q**, despite direct orders to the contrary.

Command conflict

Commander Riker's problems serving under **Captain Edward Jellico**, who takes temporary command of the *Enterprise* in 2369, highlight the significance of the harmonious relationship he enjoys with Picard. Riker normally discusses his reservations about something, such as changing the

"What would you do?"

— Riker contemplates Picard's empty chair when he finds himself in command

★ Ambition

In 2371, the **U.S.S. ENTERPRISE NCC-1701-D** is destroyed under Riker's command. The first officer admits to Picard that he had hoped to one day captain the ship.



★ Pioneering mission

Picard trusts Riker to ensure the success of **Zefram Cochrane's** pioneering warp flight in 2063.

★ Riker in battle

In 2375, Picard orders Riker to lead the **U.S.S. ENTERPRISE NCC-1701-E** out of the **Briar Patch**.

three duty shift rotation to four, with Picard, but Jellico's motto is, "Don't talk about it. Get it done." Jellico does not involve Riker in his command decisions, and neglects to keep him well informed about the nature of their mission. The first officer is used to such freedoms under Picard's leadership.

Riker and Picard work together

equally well away from the bridge. In 2370, they find themselves on a mercenary ship commanded by **Arctus Baran**. The two men know each other so well that they are able to maintain Picard's cover as a smuggler and foil Baran's plan to recover an ancient **Vulcan** weapon. Picard sets up an engine failure that he knows Riker will be able to fix, for instance, allowing the commander to earn Baran's trust.

Over the years, Riker and Picard become firm friends and share a relaxed sense of humor. In 2369, the pair even portray father and son after Picard is reduced to the form of a 12-year-old, and **Ferengi** capture the *Enterprise*. This close friendship also means Picard is able to speak frankly when Riker turns down his third captain's commission in 2366. Much as he would hate to lose Riker as his first officer, Picard urges him to further his career. Riker chooses to remain where he is happiest, serving with Captain Picard aboard the *Enterprise*. Both men realize they are fortunate to be serving with someone they respect.

HIDDEN HISTORY

Faces from the past

Captain Picard is accustomed to frank discussion with his first officer. In 2370, therefore, he is shocked to learn that Commander Riker may be concealing information during the salvage of the **U.S.S. Pegasus NCC-53847**. Picard speaks severely to Riker for betraying the trust that he assumed existed between them. The commander eventually divulges the truth of an illegal situation he helped to conceal 12 years earlier, again proving himself worthy of his captain's continued faith. The first officer will face some hard questions in the resulting inquiry, but his captain is still proud to have him as his Number One. Picard respects the fact that Riker chose to tell the truth and face the consequences.

▼ Major conflict

After their only major conflict in 6 years, Picard still wants Riker as his first officer.

▶ Let down

The captain feels extremely disappointed by his Number One.



▲ Cover up

Captain Picard is unaware of the tragic secret kept by Admiral Erik Pressman and Commander Riker.



FILE 46 TRILL PERSONNEL

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The Dax Symbiont

The Trill symbiont Dax brings centuries of accrued wisdom and knowledge to each new host with whom it is joined, accumulating many lifetimes of shared experience.

Dax is one of the most renowned Trill symbionts. In a lifetime spanning more than two centuries, the sentient vermiform being has been joined with 10 hosts. It has shared some bodies for decades, others for a period of months or even just hours.

Joining is a total blending of symbiont and host, a sharing and merging of personalities in which neither is overwhelmed nor suppressed by the other. With each host, Dax becomes a new total being.

After such joinings have taken place, the symbiont name supplants the host's family name. Thus, in 2375, **Ezri Tigan** becomes **Ezri Dax**. Hosts may experience some initial confusion as the memories of multiple lifetimes gradually become their own, but they soon grow more comfortable with their new state of being. Tellingly, Ezri uses the word 'I' when talking about the experiences of previous hosts.

The purpose of joining is for symbionts to acquire many diverse experiences,

and to pass these on as they move from host to host. The Dax symbiont has led a rich and varied life, and has been joined with vastly different hosts—male and female.

Each host furnishes the symbiont with different qualities. **Lela** and **Audrid** were community leaders and loving mothers, while **Tobin** and **Jadzia** were scientists, one retiring, the other outgoing and forthright. As a professional gymnast, **Emony** was more interested in sporting achievement, while **Curzon** was a diplomat. Personality traits such as a flair for conjuring tricks, or an appreciation of Klingon culture and cuisine, are also assimilated.

Myriad personalities

Unfortunately, other, less desirable traits are retained by the Dax symbiont. On a physical level, for example, Dax is prone to suffer from motion sickness following the death of fifth host

★ Love of gambling

Dax's skill at tongo comes from Curzon – as shown by Odo when he takes on that personality.

PROFILE ON DAX'S HOSTS

LELA DAX: Female host; the first woman to serve on the Trill Council.

TOBIN DAX: Male host; a retiring scientist.

EMONY DAX: Female host; a gymnast.

AUDRID DAX: Female host; head of the Trill Symbiosis Commission.

TORIAS DAX: Male host; a daring pilot.

JORAN DAX: Male host; a murderer.

CURZON DAX: Male host; a diplomat.

JADZIA DAX: Female host; Starfleet officer.

VERAO DAX: Temporary male host.

EZRI DAX: Female host, Starfleet counselor.

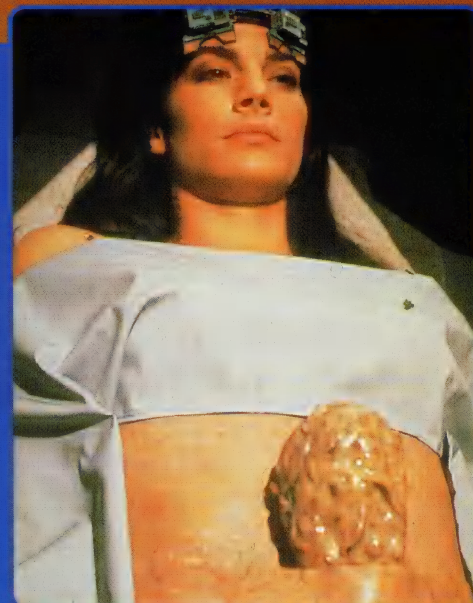
FIRST SEEN: 'Emissary' [DS9]

Torias in a shuttle accident, while on an emotional level, the darker character of **Joran Belar** is always present, just below the surface. Dax's joining with

Belar in 2285 almost proved fatal, as this host was mistakenly admitted to the **Initiate Program** despite being mentally unbalanced. He committed a murder six

months later, and his body rejected the symbiont.

All information regarding **Joran** was struck from the official record, and the **Trill Symbiosis Commission** arranged for his memory to be erased from Dax's mind. Almost a century later the memory block begins to break down, and the only option to save the lives of the symbiont and the current host, **Jadzia**, is to allow **Joran's** memories to surface and be reintegrated. These memories are buried deep by **Curzon** and **Jadzia**,



▲ The Dax symbiont has led a long and interesting life. Its hosts have always proven to be powerful personalities whether they have been prominent scientists, public figures, or even cold-blooded criminals.

★ Feminine side

The Ferengi Quark takes on the personality of a maternal host, Audrid, during the zhian'tara.

VIVIDLY REMEMBERED



★ Zhian'tara

In 2371, Jadzia's friends adopt the personalities of Dax's past hosts in the Trill ritual of zhian'tara.



★ Past amours

All subsequent Dax hosts remember Emony's brief affair with Dr. McCoy.

The Dax Symbiont



★ Shared duty

Jadzia Dax feels honor-bound to acknowledge the loyalties of her symbiont's former hosts, such as Curzon Dax's oath to his Klingons comrades.



★ Bittersweet rebirth

Once the symbiont is removed the host body dies, but Dax is 'reborn' in a new host.



the hosts who follow Joran, but in 2375 Ezri Dax performs the **Rite of Emergence**. This allows Joran's memories to be brought to the fore, and finally makes Dax whole again.

Enduring friendships

Over its long life, Dax forges strong relationships with races and individuals. The symbiont's links with Earth stretch back to its third host, Emony, who visited the planet in the mid-23rd century. Additionally, Dax's close friendship with **Benjamin Sisko** survives from Curzon through Jadzia to Ezri. The Curzon host, in particular, was a great socializer, and this, combined with his bold demeanor during the **Federation-Klingon** peace talks at **Khitomer**, led the empire to regard Dax as a great friend. The firstborn son of the Klingon warrior **Kang** was even named in honor of the Trill.

The complexity of the link between symbiont and host is highlighted in 2369, when **Ilon Tandro** demands that Dax faces extradition from **Deep Space Nine** for alleged treason and murder on **Klaestron IV** 30 years before. The matter goes before a **Bajoran** extradition hearing during which Commander Sisko argues that the person Tandro wants to extradite no longer exists. The Dax symbiont

★ Past recriminations

In 2369, the Dax symbiont is proved innocent of murder by Curzon's lover, Enina Tandro.

cannot be held responsible for the actions of its antecedent hosts. There is no proof that the symbiont was responsible for the crime. The intricacies of the law, however, are moot once Dax's innocence is established; **Enina Tandro**, Curzon's former lover, provides him with an alibi.

Abduction

Early the following year, Dax is kidnapped by **Verad**, a Trill rejected by the **Symbiosis Board**, and obsessed with being joined. He settles on Jadzia Dax as the best match, as they both share interests in science and diplomacy. **Deep Space Nine** is also conveniently close to the wormhole, and escape into the **Gamma Quadrant**. For a joined Trill, nothing is more important than protecting the life of the symbiont and, when threatened, Jadzia refuses to risk Dax's life, even if it means her host body will die once her symbiont is transplanted.

Dax is transferred to Verad, and over the next few hours it appears that the new host's personality is

dominant; his ruthless actions do not appear to be governed in any way by the symbiont. Verad and his mercenaries are eventually overcome, and the symbiont is returned to Jadzia, but the memories and experiences of the transient host will now always be a part of Dax's memory.

Dax undergoes a further trauma in late 2374, when Jadzia is killed aboard **Deep Space Nine**. **Dr.**

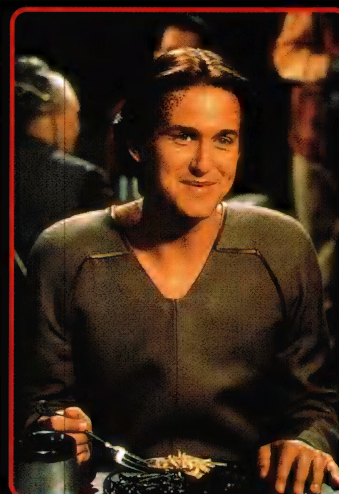
Julian Bashir manages to save the symbiont, but on the return journey to the Trill homeworld it takes a turn for the worst. The only available candidate for joining is an unprepared Trill girl named Ezri, and thus she becomes the next Dax host. It is just one more twist of fate in the extraordinary life already lived by the Dax symbiont, providing whole new vistas and experiences to add to its own.

TRAINING WITH DAX

Bad reputation

Dax's reputation as a field docent is notorious. To date, the symbiont has rejected 57 potential hosts from the initiate program. In 2370, the initiate **Arjin** tries to get reassigned when he learns that he has been seconded to Jadzia Dax on **Deep Space Nine**. Arjin is very nervous in Jadzia's company, and his fears are little abated even when Jadzia admits that she also felt nauseous when, prior to her joining, she discovered that she had been assigned to Curzon Dax.

In fact, Curzon Dax initially rejected Jadzia from the program in order to keep his love for her a secret. Even after joining, the symbiont hides this feeling from the host. It is not revealed to Jadzia until she performs the **zhian'tara** in 2371.



▲ *The eager-to-please Arjin is uncomfortable in Jadzia's company, and fearful of Dax's notorious reputation.*

▼ *Jadzia learns of Curzon's love for her when the two Dax hosts meet face-to-face during the zhian'tara ritual.*

"What's one girl's life compared to eight lifetimes of knowledge and experience?"

— The Trill Verad spells out the importance of the Dax symbiont over its hosts.

★ Murderous instincts

In 2375, Dax allows the volatile personality of Joran Belar to resurface, in order to help Ezri solve a murder case.



The Romulan Commander

The **Romulan Commander** is an officer of the old school. He believes in duty and honor above all else, and remains loyal to the **Romulan Star Empire** until the bitter end.

Spock, first officer of the **U.S.S. Enterprise NCC-1701** states that, "Earthlings believe **Romulans** to be warlike, cruel, treacherous." Earth's first glimpse of a Romulan, however, proves that the race are far more complex – and that at least one of them defies such a simple description. The **Romulan Commander** of the craft pursued by the *Enterprise* in 2266 proves to be a capable leader, and a man of integrity with a vision of a better universe.

The **U.S.S. Enterprise** encounters his **Romulan Bird-of-Prey** near the border of the **Neutral Zone**, in **Sector Z-6**. This meeting heralds the first time humans actually see a Romulan; the wars of a century earlier were fought with primitive atomic weapons, and in primitive

space vessels that allowed no quarter, no captives, and no ship-to-ship visual communication.

The noble soldier

The **Romulan Commander**, whose true name is never given, is captain of the **Romulan Star Empire's** flagship vessel. He is a handsome man with a noble face, at once both stern and sensitive. He is a gifted starship commander, no doubt having proved his worth in battle in order to climb up through the ranks. By this stage of his career, however, he has begun to question the wisdom of his race's martial philosophy.

The commander is a strict starship captain. He accepts advice from his trusted **Centurion**, as well as recommendations from his officers, but he brooks no questioning of his authority and decisions.

He is swift to punish any member of his crew who he thinks has used poor judgment, disobeys

directives, or jeopardizes a mission. For example, during the encounter with the *Enterprise*, an officer

called **Decius** breaks radio silence to relay the success of their mission to the **Romulan Praetor**. The **Romulan Commander** sternly confronts **Decius**, and when the errant officer tries to justify his actions, the commander reduces him two steps in rank. His actions are harsh but not unwarranted – the *Enterprise* picks up the coded transmission, and uses it to get a visual of the Romulans' bridge, just as the commander feared.

Bold leaders

In many ways, the **Romulan Commander** is not unlike **Starfleet's** hero, **Captain James T. Kirk**. Neither fears death and both have a casual attitude toward personal danger. "Danger and I are old companions," remarks the **Romulan Commander**. Both leaders have keen tactical

PROFILE ON THE ROMULAN COMMANDER

NAME: Unknown

LIFE FORM: Romulan male

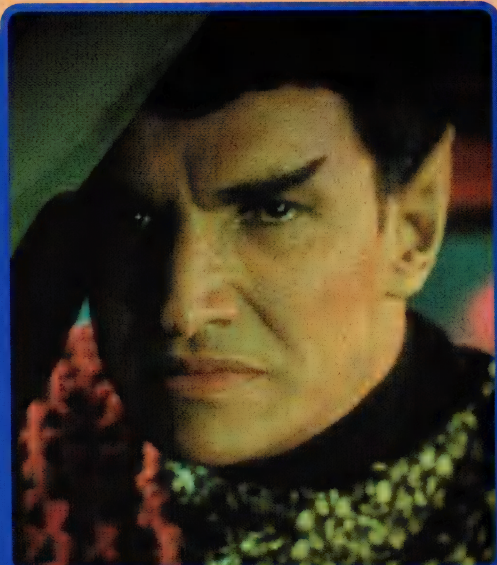
RANK: Commander

SHIP: A prototype cloaked **Romulan Bird-Of-Prey**

ALLIES: The **Romulan Commander's** greatest ally is his advisor and friend, the **Centurion**. This faithful officer dies saving the commander's life.

EVENT: 2266: The **Romulan Commander** is sent on a mission into **Federation** space to assess the strengths and weaknesses of this long-time enemy.

FIRST SEEN: "Balance of Terror" [TOS]



▲ The **Romulan Commander** is a loyal patriot and experienced soldier of the **Romulan Star Empire**. In the latter half of his career, however, he begins to doubt his long-held philosophies. Weary of war, the **Romulan Commander** wonders if there could be a better way.

VISUAL COMMUNICATION

★ Revealed

The crew of the **U.S.S. ENTERPRISE** get to see the **Romulan Commander** through a coded transmission.



★ Harsh lesson

The commander disciplines **Decius** for taking the risk of transmitting a message to the **Praetor**.

★ Distant cousins

The encounter with the **Romulan Commander** reveals that his appearance is like the **Vulcan Mr. Spock's**.



The Romulan Commander

skills and even keener instincts, and rely on their gut instinct more than on information relayed by the ship's sensors. During their encounter, the *Enterprise* and the Romulan ship play cat and mouse. The Romulan crew are soon convinced they have eluded the *Enterprise*, but their commander is more cautious. "[Captain Kirk] is there. Somewhere. I feel it," he says. The Romulan Commander appears to feel a kinship with his adversary, recognizing their similarities. He guesses every move Kirk makes, and notes that on several occasions "he did exactly as I would have done." When he faces Kirk after the *Enterprise* defeats his ship, he tells the **Federation** captain that he regrets they have met in this way; he finds it easy to believe that under different circumstances they could have become friends.

Growing doubts

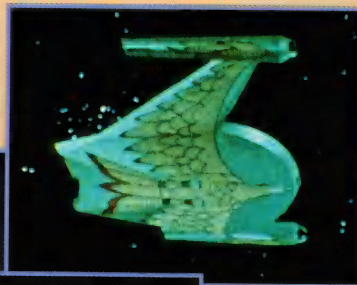
Different circumstances have been much on the mind of the Romulan Commander. He has begun to question the Romulan philosophy that proof of their superior strength is the signal to engage in war and conquer the weak. The battle-weary soldier does not wish to see his people devastated by more war.

His mission in 2266 is to test the Federation's defenses using a prototype Romulan vessel equipped with an experimental cloaking device, but it is a mission whose success he fears. He deeply regrets that the moment he returns home with proof of the earthmen's weakness, he will give a terrible gift to the homeland: another war. The commander even finds himself wishing for the failure of his mission, in order to prevent another conflict with Earth. His commitment to his mission, his career, his ship and crew, and the Praetor, however, convince the Romulan Commander to carry out his duty to the best of his ability. Like all Romulans, he is well-trained and highly disciplined, and no matter what his personal opinions, he cannot bring himself to betray his orders or his people.

The Romulan Commander is more, however, than an efficient, intelligent leader and warrior. He has the gift of poetic expression and a love of his homeland, reflecting that it is "Not too soon for me to see the stars of home"

★ Cloaked mission

The Romulan Commander leads a mission into Federation space, aboard a prototype ROMULAN BIRD-OF-PREY that has been equipped with an experimental cloaking device.



★ Kinship

The Romulan Commander recognizes Captain Kirk as his equal and respects the man's obvious military skill. He regrets that he and the Federation captain did not meet under better circumstances.

when his ship enters the Neutral Zone. His is also a good friend; when his trusted Centurion is fatally injured during the encounter with the *Enterprise*, the Romulan Commander never leaves him. As his old friend lies dying, he issues commands from his side, even

"You and I are of a kind. In a different reality, I could have called you friend."

— The Romulan Commander to Captain James T. Kirk

when the ship is under attack.

The commander is true to Romulan culture and its sense of honor – including the honor of suicide rather than capture. Defeated by the *Enterprise*, he refuses to be rescued by Kirk,

stating: "We are creatures of duty captain. I have lived my life by it." He has "just one more duty to perform;" with this farewell, the Romulan Commander dies as his vessel self-destructs, ending the career of a remarkable individual.

THE CENTURION

Trusted friend

The Romulan Commander has a trusted advisor in the Centurion, an older, more experienced Romulan officer. The Centurion offers gentle reminders of duty as he sees fit, though the commander is not afraid to confide in him – openly sharing feelings that could be seen as treacherous, secure in the knowledge that his friend knows him well enough to realize he would never let such feelings get in the way of his duty. The Centurion is a dedicated colleague and ally. He is completely loyal to the commander, and puts his own life before that of his friend, pushing the Romulan Commander out of the way of falling debris during an attack by the U.S.S. *Enterprise* to take the brunt of the fatal blow himself. The faithful advisor dies with his commander at his side – a true testament to his service and friendship. Even this does not mark the end of the Centurion's service to his empire, however; with fuel supplies running low, the ship cannot afford to carry excess weight. Offering a heartfelt apology, the Romulan Commander jettisons the body of his dead friend along with the rest of the debris, in a desperate and ultimately futile attempt to reach home.



★ Cautious

The Centurion is an avuncular male who views events with more caution than the commander. He warns his old friend to be wary of how he treats those members of his crew with powerful political connections.

★ Loyal to the end

The Romulan Commander sits by the side of the Centurion when the elderly officer is seriously injured in an attack. The two have served together in hundreds of campaigns, and the Centurion has remained constantly loyal.

Dermal Regenerators

Of all the tools in the 24th-century physician's bag of tricks, the dermal regenerator and related instruments are among the most important. This deceptively simple unit seals cuts and burns in seconds, considerably lessening the risk of infection or permanent scarring.

Thanks to the evolution of highly adaptive and limited radiation for use in therapy, the **dermal regenerator** has become one of the handiest and most-used tools in the **Starfleet** medical kit second only to the **medical tricorder** and **hypospray**. In fact, along with a battlefield trauma kit, these units constitute the standard contents of a Starfleet field medkit.

As its name suggests, the dermal regenerator is used to heal skin. Similar equipment includes the **autosuture**, for closing puncture wounds, and deep-tissue healers suitable for muscular repair. Dermal regenerators can be used for everything from removing light cosmetic blemishes, to healing severe burns from radiation and plasma fires. Such tools have become an everyday sight, and are also used away from the cutting edge of Starfleet medical practice.

The healing power of radiation

The application of radiation to stimulate the anabolism – the constructive metabolism – of dermal and other near-surface tissues dates back at least to the 2260's. Starfleet surgeons such as **Dr. Leonard McCoy** use handheld **anabolic protoplasers** to speed the regeneration of bones, as well as to heal incisions and other wounds.

These early forebears share a few common aspects with their latter-day brethren – notably a simplicity of design exemplified in a long, angular rod or cigar-shaped unit. Another must is, of course, an emitter for the radiation stimulation, and some sort of control interface. In most cases the emitter face is held about three centimeters away from the affected localized area.

By far the most popular model of dermal regenerator is a simply designed unit with a comma-shaped head atop a stocky pistol grip. This is the instrument of choice for

Dr. Julian Bashir, chief medical officer on station **Deep Space Nine** and the **U.S.S. Defiant NX-74205**.

The unit is activated by a thumb switch on the upright pistol grip, just behind the head. The square beam emitter glows when in use, and should be held between two to 10 centimeters from the damaged skin. Its wide flexibility ensures it can remove branded scars, surgical incisions, the puncture wounds of giant cactus needles, and even second-degree plasma burns.

Some limitations

It is not, however, suitable for healing the severe burns caused by contact with a **Cardassian** forcefield – as **Jadzia Dax** discovers when her hands are injured by the accidental activation of an old **Cardassian anti-insurgency defense program** on **Deep Space Nine**. In this case, the only helpful treatment in the **Ops** emergency medkit proves to be a spray-on painkiller, and more intensive therapy in the Infirmary is ultimately required.

Dermal regenerators actually come in a variety of models and configurations. At least two, for instance, are employed aboard the **U.S.S. Voyager NCC-74656**. One is a long, ribbed-grip black unit with a polished platinum end cap and emitter, which uses radiation in the nonvisible band. Another is a stubby block, slightly tapered from a round top to a squarish emitter end. Activation is via a momentary-



A brilliant beam of white light is emitted from the regenerator's nozzle when the instrument is in use.



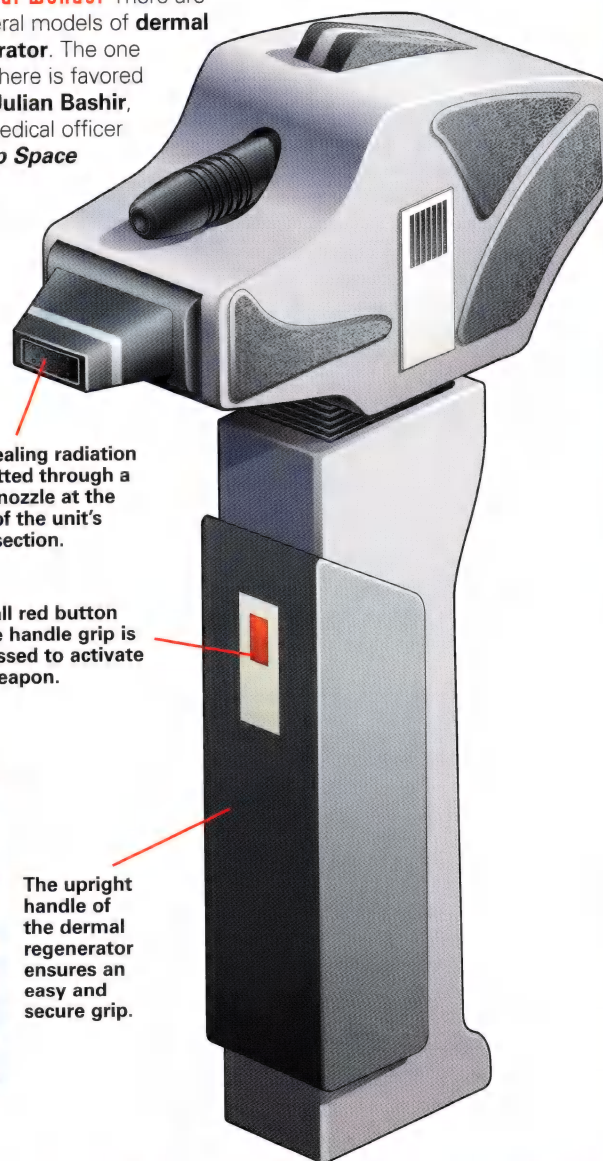
Dr. Beverly Crusher uses a dermal regenerator to heal a graze on Commander Riker's temple. In seconds, no trace of the wound remains.



Romulan defector Alidar Jarok suffers plasma burns when his ROMULAN SCOUT SHIP is pursued across the Neutral Zone by a WARBIRD. Starfleet dermal regenerators appear to have some trouble dealing with his alien physiology.

HANDHELD HEALING

Medical wonder There are several models of **dermal regenerator**. The one shown here is favored by **Dr. Julian Bashir**, chief medical officer of **Deep Space Nine**.



The healing radiation is emitted through a small nozzle at the front of the unit's head section.

A small red button on the handle grip is depressed to activate the weapon.

The upright handle of the dermal regenerator ensures an easy and secure grip.

Dermal Regenerators

contact switch in the unit's top; it emits a bluish beam. The latter model is not very effective in the treatment of deep tissue injuries.

At the dawn of the 2360's, medical officers count a blunt cylinder with a half-dome beam emitter on one end among their most useful tools. Many physicians employ this unit for regeneration applications; for example, **Dr. Beverly Crusher**, of the **U.S.S. Enterprise NCC-1701-D**, uses it to treat **Romulan** defector **Alidar Jarok** in 2366. In this instance, perhaps because of Jarok's Romulan physiology, radiation burn healing is less instantaneous than usual, and the patient is required to remain still during application. Nonetheless, Alidar's wounds still heal over within minutes.

The same device, which emits a purplish glow when activated, can also be applied for deep soft-tissue bruises. Under instruction from Dr. Bashir, **Major Kira Nerys** uses the instrument on the injured **Mullibok** during the evacuation from the **Bajoran** moon **Jeraddo**, in 2369.

Autosutures

The autosuture is another handy tool that appears in several models. One, in use since the mid-2360's, resembles a reverse-bend fork and is powered by a thumb-switch on the top of the handle. Depending on its intensity, the power beam is either bright red or a whitish pink, and again is held very close to the

injured area. Another instrument has a simple squared handle with an attached, red-glowing emitter bulb. Both are designed to close wounds and incisions.

Other cultures, depending on their native attitude toward medicine and healing, have similar instruments. As far back as the 2340's, the **Cardassians** employed dermal regenerators with capabilities on a par with those in the **Federation**. Major Kira Nerys witnesses this during her visit to the year 2346, via the **Orb of Time**, when she watches **Gul Dukat** heal an old scar on her mother's cheek. This long, slender, and slightly curved unit, emitting an orange glow, is held extremely close to the affected skin area during use.

Dermal regenerators appear to be so widespread that they are now taken for granted, even in domestic use. Businesses have also seen the light: **Joseph Sisko**, for example, keeps one under his restaurant's safe.



One does not need medical training to use a dermal regenerator. Major Kira is able to apply one to Mullibok's wounds.



Dermal osmotic sealants can be used to ease skin irritation in hostile environments and also prevent further damage. Neelix and Tom Paris use this to protect themselves from trigemetic vapors.



Gul Dukat uses a dermal regenerator to repair puncture wounds caused by sitting on a spiny plant.

The EMH makes use of a state-of-the-art dermal regenerator from the medkit of the **U.S.S. PROMETHEUS**. The prototype starship has been hijacked by **Romulans**.



Other races also utilize similar medical technology. For example, Gul Dukat removes an old scar from Kira Meru's cheek using a **Cardassian** dermal regenerator.

Neelix uses a small medical instrument to dispense a dermal osmotic sealant.



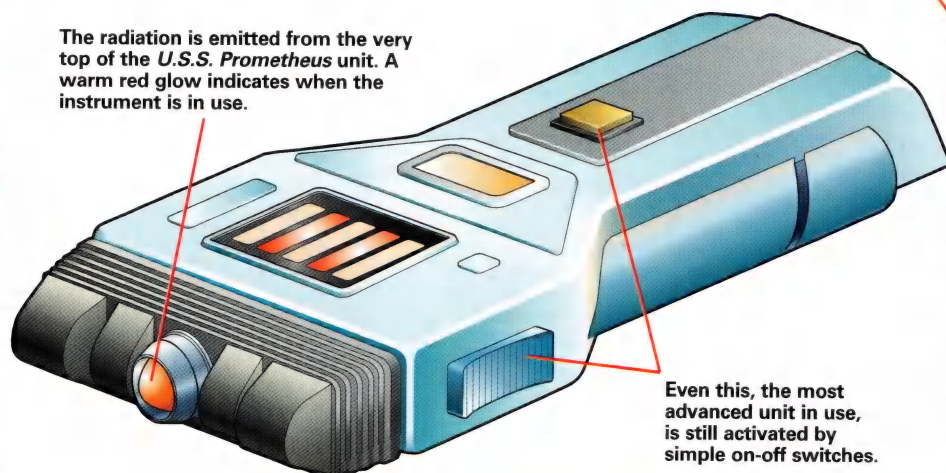
MULTIPLE MODELS

Design evolution Dermal regenerator design and technology are constantly evolving. The unit most often used aboard the **U.S.S. Voyager NCC-74656**, for example, is a simple, cone-shaped device, while the one on the **U.S.S. Prometheus NX-59650** is a larger, flatter instrument.

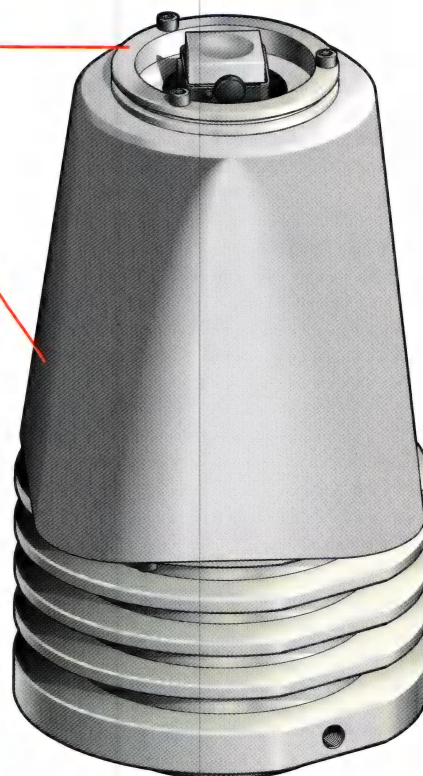
The radiation appears to be emitted from this model in a ring rather than a single beam.

The model most often used aboard the **U.S.S. Voyager** is a simple, smooth cone-shaped instrument.

The radiation is emitted from the very top of the **U.S.S. Prometheus** unit. A warm red glow indicates when the instrument is in use.



Even this, the most advanced unit in use, is still activated by simple on-off switches.



STAR TREK VI: THE UNDISCOVERED COUNTRY

Part 5 Rura Penthe proves a challenge even for the resourceful partnership of Captain James T. Kirk and Dr. Leonard McCoy. Meanwhile, Captain Spock tries to ascertain whom the shoe fits in his efforts to find Chancellor Gorkon's assassins.

STAR TREK VI: THE UNDISCOVERED COUNTRY

"What is required now is a feat of linguistic legerdemain and a degree of intrepidity before the captain and Dr. McCoy freeze to death."

— Captain Spock

On Rura Penthe, things are not going well for **Captain James T. Kirk** and **Dr. Leonard McCoy**. No sooner have they arrived than the captain is involved in a brawl with a vicious, blue-skinned inmate. The other prisoners flock to watch and prevent McCoy from interfering, while the wandering **Klingon** sentries are heartily amused by the whole display. Kirk eventually prevails with a lucky kick to the creature's genitals – which are conveniently located in its knees.

The **Starfleet** officers discuss their perilous situation later that night. Kirk admits that he was so used to hating Klingons it never occurred to him to take **Chancellor Gorkon** at his word. Somebody clearly harbored even stronger feelings, and Kirk is afraid they will try to obstruct the impending peace conference.

The exotic inmate **Martia** offers Kirk a way out of the gulag. She says it is easy to get beyond the beaming shield surrounding the camp, but it will then be Kirk's responsibility to get them off the surface before they freeze. The captain believes he can, even though no one has ever escaped from Rura Penthe. The mysterious Martia seals their deal with a passionate kiss; in the opposite bunk, McCoy is amazed that even in a Klingon penal colony Kirk can still work his magnetic charm on the opposite sex.

Conspiracy

Out in space, events are moving forward. **Captain Sulu** on the **U.S.S. Excelsior NCC-2000** is contacted by Starfleet regarding the whereabouts of the **U.S.S. Enterprise NCC-1701-A**, but lies that he does not know. On the **Enterprise** itself, **Commander Chekov** happens across a spot of Klingon blood on the deck plating – the first evidence to support the crew's conspiracy theories. **Captain Spock** orders the search expanded to include all uniforms.

The ship is a hive of activity, and eventually a pair of the magnetic boots they have been looking for turn up in the locker of **Crewman Dax**. The man is brought before Spock and the senior officers to account for himself. Chekov makes a great show of parading the boots before him; unfortunately, Dax's alien feet are clearly the wrong shape to fit the boots, putting the investigation back to square one.

ON SCREEN...



1 Not long after arriving at the Klingon penal colony on Rura Penthe, Captain Kirk finds himself in a fight with an alien inmate who has a huge size advantage.



2 During their first night in prison, Kirk confesses to Dr. McCoy that he has been terrified of the new future that might develop through peace with the Klingons.



3 Martia visits Kirk to tell him of an escape plan. She then kisses the captain – much to McCoy's chagrin. The doctor cannot believe Kirk has spun his romantic web again.



4 A crewman aboard the **U.S.S. EXCELSIOR** informs a sleepy Captain Sulu that Starfleet wants to know the location of the **U.S.S. ENTERPRISE**.



5 Chekov finds himself in an embarrassing situation when he accuses Crewman Dax of owning a pair of gravity boots – the alien Dax has odd, webbed feet.



6 Meanwhile, in the mines of Rura Penthe, Kirk and McCoy are shocked to find Martia in the form of a huge, hairy humanoid. The captain now regrets that he kissed her.



STAR TREK VI: THE UNDISCOVERED COUNTRY Part 5

Come morning on Rura Penthe, Kirk and McCoy rendezvous with Martia. The captain gets something of a surprise when their conspirator turns up in a different form. She explains that she is a **Chameloid** shapeshifter, and has changed form because females are not allowed in the work parties. Martia leads them to a train shunting through the tunnels where the inmates mine the **dilithium**, and after a short journey they arrive at an exit point. Leading them past a guard post, she morphs into a young human girl in order to slip her manacles, then climbs through a small gap.

Kirk and McCoy follow Martia through the tunnel and up a rock face to a small cavern in the ice. Once outside, she provides the Starfleet officers with extra garments and they set off across the colossal icy expanse toward freedom. McCoy is almost overcome by the arduous trek, but Kirk informs him that Spock put a tracking patch on his back before they left the *Enterprise*, and will be able to locate them from two sectors away.

Sure enough, Spock and **Commander Uhura** detect the signal emerging from the beaming shield, and the *Enterprise* plots a course to Rura Penthe, deep inside the Klingon frontier. The Starfleet vessel is detected by a Klingon ship and the crew must check translations to respond, as the artificial voice of the **universal translator** will be recognized. After a garbled conversation involving "condemning food things and supplies," they are allowed passage.

Set up revealed

Kirk, McCoy, and Martia huddle around a makeshift fire awaiting rescue. Martia explains something of her shapeshifting abilities, and Kirk responds by knocking her down with a punch. He realizes they have been set up by Martia, who reveals that she is receiving a full pardon in exchange for her help. An accident would have looked too suspicious had it involved both Kirk and McCoy, but 'killed while trying to escape' is an acceptable way of dealing with them.

Martia promptly morphs into the image of Captain Kirk and headbutts McCoy, knocking him out. She then advances on the real Kirk and they engage in a brutal struggle. This is interrupted by the arrival of the Rura Penthe governor and his guards, who look from one Kirk to the other with some amusement. Each tries to explain that the other is real, but the governor fires at the one on the right – which, it fortunately turns out, is Martia. It does not matter, as the Klingon intends to kill all of them anyway, to ensure there is no one left to

report the truth of the events.

Kirk asks who wants them dead so badly, and the governor says he will satisfy the captain's curiosity as the information will do the Starfleet officers no good. Fate intervenes in the form of the *Enterprise*, however, and Kirk and McCoy are safely

beamed away before they learn the identity of the traitors. The governor contacts his paymaster to let him know the situation – and **General Chang** orders a course to intercept the *Enterprise* before it can reach the peace conference. History is about to be made.

ON SCREEN...



7 The cunning Martia shapeshifts once again. This time she adopts the form of a small human girl, slipping out of her manacles with ease.



8 On board the ENTERPRISE, Spock and Uhura detect Kirk's tracking signal as the captain and the doctor escape from their prison confines.



9 In order to escape from the penal colony, Kirk, McCoy, and Martia face an arduous journey across the barren and unforgiving wastelands of Rura Penthe.



10 Once settled warmly around a campfire, Dr. McCoy is shocked when Kirk strikes Martia. The captain is suspicious that their escape was too easy.



11 The Chameloid takes on Kirk's form to fight him, but when the Klingon guards arrive the shapeshifter must convince them that she is not the real Kirk.



12 The captain and doctor are beamed aboard the ENTERPRISE, just before the Klingon governor was about to tell Kirk the identity of the traitors.

STARSHIP FACTS

Martia, Captain Kirk, and Dr. McCoy make their escape from the Lift 7 area of Rura Penthe.

Chekov references the ancient Russian epic 'Cinderella' during his questioning of Crewman Dax.

'The Chase'

Captain Jean-Luc Picard's former archeology lecturer from Starfleet Academy visits him to ask for help in completing a secret research project. Picard initially refuses, but finds himself drawn into the chase when Professor Richard Galen is murdered.

CAPTAIN'S LOG

STARDATE: 46731.5

"We're in the midst of the Volterra Nebula, a stellar nursery. Our three week mission is a routine analysis of several dozen protostars in various stages of development."

Captain Jean-Luc Picard is delighted when Professor Richard Galen pays him a surprise visit. Galen claims to have made an extraordinary discovery, and urges the captain to join him on an extended expedition; Picard is tempted, but refuses. Later, the *Enterprise* intercepts a distress call from Galen: his ship is under attack from Yridians. The Starfleet crew destroy the alien vessel, but Galen is fatally wounded. He dies in sickbay, taking his research secrets with him.

After a series of false starts, closer examination of strange data discovered in the memory banks of Galen's ship reveals it to be a mathematical representation of the DNA of 19 different species. A course is set for the source of this data: **Loren III**, near the **Kurlan system**.

The **U.S.S. Enterprise NCC-1701-D** arrives to find **Cardassian Warships** and a **Klingon Battle Cruiser** in orbit of the planet, each following the same trail of information. Picard brokers an agreement to pool their data, but when **Gul Ocett** realizes that the final piece of the DNA puzzle is located on **Vilmor II**, she attacks the *Enterprise* and disables the Klingon ship.

The final piece of the puzzle

Picard and the Klingon commander **Nu'Daq** catch up with Gul Ocett on Vilmor II, and are joined by a Romulan group who have also been following in a cloaked vessel. Ocett threatens to destroy the DNA rather than cooperate, but Picard and Crusher activate a computer program formed by the samples and an ancient hologram appears. The image tells the group that all humanoid races are descended from the same 'common seed'; the DNA puzzle was set by her race millions of years ago in an attempt to one day bring all their offspring species together. This message is met more with contempt than the peace hoped for by the ancient progenitors; the Klingons and Cardassians in particular are disgusted at the thought of having any commonality with each other, and the entire group disbands.

ON SCREEN...



1 Professor Galen finds it hard to hide his disappointment when his former student, Jean-Luc Picard, declines an invitation to join him in completing his research.



2 Soon after Galen's ship is destroyed by Yridians, Captain Picard and Dr. Crusher discover some mysterious data in the late archeologist's data banks.



3 Other races are also on the trail of the DNA samples Galen was collecting. There is a brief truce, but the Cardassians betray, and fire on, the U.S.S. ENTERPRISE.



4 The trail leads to Vilmor II. The Starfleet officers beam down only to discover that the Romulans are already there, having followed them aboard a cloaked WARBIRD.



5 As the Klingons, Cardassians, and Romulans squabble, Dr. Crusher takes the opportunity to collect the final DNA sample from the surrounding rocks, and thus complete the puzzle.



6 The collected DNA samples activate a hologram representing a single ancient race that seeded the Galaxy. Most of the races present are horrified to learn that they share a common ancestor.

STARSHIP FACTS

Professor Galen gives Captain Picard an intact Kurlan Naikos, a 12000-year-old ceramic artifact made by the Master of Tarquin Hill.



'Frame of Mind'

Commander William Riker's role as a deranged killer in a drama production aboard the *U.S.S. Enterprise NCC-1701-D* takes a bizarre turn when he awakes in an asylum to find himself cast in the part of a real convicted murderer.

'FRAME OF MIND'

"[Tilonus IV] is in a state of total anarchy. When the Prime Minister was assassinated, and with Federation teams on the planet, it was believed [the government] were forced into hiding ... well, your mission will be to locate and evacuate them."

— Captain Picard to Riker

First Officer William Riker is given the mission of locating and rescuing a number of Federation observers from the planet **Tilonus IV**, which is in a state of chaos following the recent collapse of its government. En route, Riker continues to rehearse his role in **Dr. Beverly Crusher's** play, **'Frame of Mind'**, in which he plays a deranged killer. The strange sensations he experiences are attributed to empathy with his character, but during the performance of the play the set becomes a real cell. Riker finds himself in an alien asylum, where he is being treated by a therapist, **Dr. Syrus**.

Syrus claims that Riker is an inmate of the **Tilonus Institute for Mental Disorders**, and that the play is nothing more than an illusion. This lie is further perpetuated by an orderly called **Mavek**, who informs Riker that he is a murderer and has been committed. In a panic, Riker attacks Mavek, but is overpowered and drugged with a syringe. He awakes to find himself back on the *U.S.S. Enterprise NCC-1701-D*.

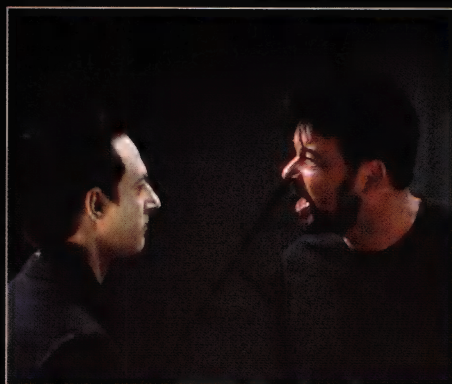
Warping reality

Dr. Crusher suggests that the 'dream' is again down to Riker's concern over the play, which is due to take place that evening. Throughout the performance, Riker has a number of flashbacks to his nightmare.

A medical examination shows nothing wrong, but as Riker walks back from sickbay he suffers more flashbacks and finds himself back inside his cell. Convinced that he is in fact insane, Riker submits to Dr. Syrus's therapy, although images of his **Starfleet** friends try to tell him he is still aboard the *Enterprise*. Riker continues to move between the asylum, the play, and the *Enterprise* until, finally, he wakes up in a laboratory surrounded by a number of alien doctors. In this lucid state, he transports off Tilonus IV.

Safely back aboard the *Enterprise*, Riker learns he was abducted during his mission. He used his memory of the play to fight against the brainwashing experiments being carried out on him – a tactic that ultimately proved successful.

ON SCREEN...



1 Commander William Riker rehearses his part in Dr. Crusher's play in the *U.S.S. ENTERPRISE NCC-1701-D*'s theater. He is unaware that he is in fact in an alien prison, and that this is all in his mind.



2 During a performance of the play, Riker finds himself confused and agitated. He leaves the stage and grabs Lt. Suna, accusing him of being "the key to all this."



3 In his asylum cell, Riker undergoes reflection therapy. This allows him to interact with various aspects of his character, which are personified by holograms of his *ENTERPRISE* crewmates.



4 Data and Worf mount a rescue attempt, and succeed in dragging Riker from his cell. Despite trying to flee from his saviors, Riker is eventually transported to the *ENTERPRISE*.



5 In sickbay, Captain Picard tries to explain to his disoriented and disbelieving first officer that he was abducted during a mission to Tilonus IV.



6 Riker uses a phaser, appropriated from Worf in the *ENTERPRISE*'s sickbay, to shatter the various realities that he has found himself in.

STARSHIP FACTS

Native merchants trading on Tilonus IV use a ceremonial yet lethal knife known as a **nisroh** while conducting their business.



S continued

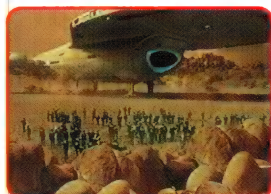
silken sunrise

This type of drink was available at **Quark's bar** on **Deep Space Nine**. In 2374, when **Quark's replicator** was off-line, the **Ferengi** barkeep mixed drinks manually and accidentally prepared a **silken sunrise** instead of a silven surprise. (*Starship Log: 'Valiant' [DS9]*) **SEE FILE 70**

silver blood

This name was given to a **mimetic life form**, composed of **deuterium**, **hydrogen sulfate**, **dichromates**, and protein molecules, which in its basic form resembled a thick, silver liquid.

When this liquid came into contact with other life forms, it was able to mimic their appearance – to the point where it believed that it was the original. In 2374, the **U.S.S. Voyager NCC-74656** visited the **Class-Y** planet that was home to the silver blood. The vessel and its crew were replicated, and the replicas set off on their own journey to Earth. The entire crew of mimetic life forms perished when they discovered that they could not survive away from their homeworld. (*Starship Log: 'Demon' [VOY]*) **SEE FILES 18, 71**



▲ The silver blood replicated the crew of the U.S.S. VOYAGER NCC-74656.

Silvestri, Captain

This **Starfleet** officer was the commander of the **U.S.S. Shiku Maru** in the 23rd century. **Data** quoted Silvestri's description of the **Tamarians** as "incomprehensible" to **Captain Picard**. Silvestri's assessment was similar to others who had encountered the **Children of Tama**. (*Starship Log: 'Darmok' [TNG]*) **SEE FILE 18, 69**

Simperia

This planet was one of several that were used as a base for **Cardassian** soldiers rebelling against the **Dominion**. Simperia, along with 17 other camps, was destroyed by the **Jem'Hadar** and Dominion-loyal Cardassian ships in 2375. (*Starship Log: 'The Dogs of War' [DS9]*) **SEE FILES 13, 70**

Sims beacon

This handheld light source is often used by away teams when a mission requires them to venture into darkened cave networks, or other areas where there is little or no existing light. Sims beacons are also known as **palm beacons**. (*Starship Log: 'Preemptive Strike' [TNG]*) **SEE FILE 69**

Singh, Lt. Commander

This officer held the position of assistant chief engineer, under **Chief Engineer Argyle**, on the **U.S.S. Enterprise NCC-1701-D** in 2364. Singh was accidentally killed by the entity from the **Beta Renner cloud**. (*Starship Log: 'Lonely Among Us' [TNG]*) **SEE FILE 69**

Singh, Mr.

This officer was working in auxiliary control on the **U.S.S. Enterprise NCC-1701** in 2267, when **Captain Kirk** gave the **Nomad probe** a tour of the ship. (*Starship Log: 'The Changeling' [TOS]*) **SEE FILES 19, 42, 68**



▲ The Sirah was the leader of a Bajoran village; he used a fragment of an Orb of the Prophets to create the illusion of the terrifying Dal'Rok. The storyteller would then encourage the villagers to unite together in an effort to drive the beast away.

Singha refugee camp

This prison camp held **Bajoran** refugees during the **Cardassian** occupation of their world. **Kira Nerys** spent part of her childhood in the Singha refugee camp, and was told that her mother, **Kira Meru** had died there of malnutrition in 2343. Meru had, in fact, left the camp to become a comfort woman to **Gul Dukat**. (*Starship Log: 'Shadowplay' [DS9]*) **SEE FILES 10, 47, 70**

Singh, Khan Noonien

SEE **Khan Noonien Singh**

singularity

SEE **quantum singularity**

sinoraptor

Kira Nerys was compared to this large animal when, aged 13, she volunteered for her first resistance mission. **Lupaza** stood up for her, saying Kira had the heart of a sinoraptor. (*Starship Log: 'The Darkness and the Light' [DS9]*) **SEE FILES 47, 70**

Sipe, Ryan

One of a number of **Starfleet** officers who died in a mysterious accident in 2364. His death, so close to **McKinney's** and **Onna Karapleedeez's**, raised concerns about an internal **Starfleet Command** coup. (*Starship Log: 'Conspiracy' [TNG]*) **SEE FILES 18, 69**

Sirah

This person defends a **Bajoran** village from the **Dal'Rok** for five nights at the end of every harvest. **Miles O'Brien** was briefly given the role of Sirah in 2369, until **Hovath** took over. (*Starship Log: 'The Storyteller' [DS9]*) **SEE FILES 10, 43, 70**

Sirco Ch'Ano

This **Bajoran** trader ordered 100 gross of **self-sealing stem bolts** but had no **latinum** with which to pay for them. He later acquired the bolts in exchange for seven **tessipates** of land. (*Starship Log: 'Progress' [DS9]*) **SEE FILE 70**

Sirella, Lady

This **Klingon** woman is the wife of **General Martok**, and claims to be the 23rd maternal granddaughter of **Princess Shenara**. Sirella came to **Deep Space Nine** to perform the **Bre'Nan** ritual before **Jadzia Dax** could wed **Worf** and join the **House of Martok** in 2374. (*Starship Log: 'You Are Cordially Invited ...' [DS9]*) **SEE FILES 11, 43, 48, 70**

silven surprise

silver blood

Silvestri, Captain

Simperia

Sims beacon

Singh, Lt. Commander

Singh, Mr.

Singha refugee camp

Singh, Khan Noonien

singularity

sinoraptor

Sipe, Ryan

Sirah

Sirco Ch'Ano

Sirella, Lady

sirillium

Sirol, Commander

Sisko 197

Sisko, Benjamin Lafayette

Sisko, Jake

Sisko, Jennifer

Sisko, Joseph

Sisko, Korena

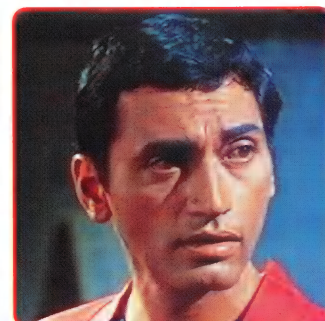
Sisko, Sarah

Sisko's Creole Kitchen

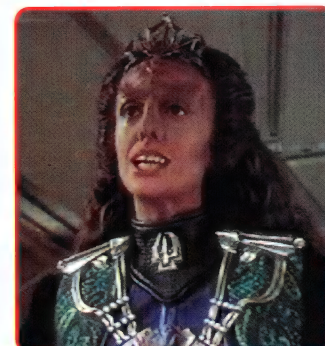
Sisters of Hope Infirmary

Sitak, U.S.S.

Sitak, Admiral




▲ Mr. Singh felt particularly nervous when in close proximity to the **NOMAD PROBE**, and found his attempts at conversation with it to be most unsatisfactory.



▲ Lady Sirella was a strong-willed, domineering woman. Prior to the wedding of **Worf** and **Jadzia Dax**, Sirella put the bride-to-be through a series of tests to judge her suitability for joining the **House of Martok**.



siirillum This naturally-occurring gas found in some nebulas is known for its many useful qualities. **Captain Hikaru Sulu** ignited a cloud of siirillum inside the **Azure Nebula** to help the **U.S.S. Excelsior NCC-2000** escape the **Klingons** in 2293. **Captain Janeway** diverted the **U.S.S. Voyager NCC-74656** to stockpile siirillum in 2373. (*Starship Log: 'Flashback' [VOY]*) **SEE FILES 5, 71**


 **The U.S.S. EXCELSIOR NCC-2000 crippled Kang's KLINGON BATTLE CRUISER by igniting siirillum in a nebula.**

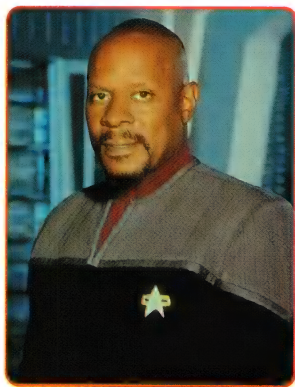


Sirol, Commander This **Romulan** male was the commanding officer of the **Terix** in 2370. Sirol and **Captain Picard** were both looking for the **U.S.S. Pegasus** in the **Devolin system**. Sirol sealed the **U.S.S. Enterprise NCC-1701-D** inside an asteroid after it found the **Pegasus** first. (*Starship Log: 'The Pegasus' [TNG]*) **SEE FILES 31, 69**

'Sisko 197' This computer program was created by **Benjamin Sisko** to disable all the systems on **Deep Space Nine**. **Kira** initiated the program before the **Dominion** – with whom **Bajor** had a non-aggression pact – took control of the station. (*Starship Log: 'A Call to Arms' [DS9]*) **SEE FILE 70**

Sisko, Captain Benjamin Lafayette The son of **Joseph** and **Sarah Sisko**, Benjamin was born due to the intervention of the **Bajoran Prophets**. After choosing a career in **Starfleet**, Sisko quickly rose through the ranks, achieving the position of first officer aboard the **U.S.S. Saratoga NCC-31911**. He later took command of **Deep Space Nine** and learned of his ultimate destiny as the **Emissary of the Prophets**. Sisko was married twice and fathered two children, first with **Jennifer**, who perished at the **Battle of Wolf 359**, and then, in 2375, with **Kasidy Yates**. Sisko was instrumental in the positive outcome of the **Dominion/Federation** war, and fulfilled his destiny as Emissary by forever ending the threat of the **Pah-wraiths** and joining the Prophets in the **Celestial Temple**. (*Starship Log: 'Emissary' [DS9]*) **SEE FILES 10, 27, 31, 43, 44, 70**


 **Benjamin Sisko was one of Starfleet's finest officers. He managed to successfully combine his Starfleet duties with his role as Bajor's Emissary of the Prophets.**

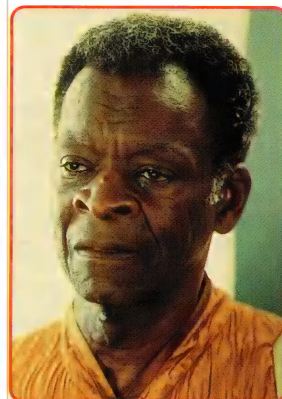


Sisko, Jake The son of **Benjamin** and **Jennifer Sisko**, born in 2355. Jake lost his mother in 2367, and was raised on several **Starfleet** installations, including, from 2369, **Deep Space Nine**. Jake decided to become a writer in 2370, and later reported from the front line of the **Dominion/Federation** war. He introduced his father to **Kasidy Yates**, who later became his stepmother. (*Starship Log: 'Emissary' [DS9]*) **SEE FILES 43, 44, 70**

Sisko, Jennifer This **Federation** scientist was married to **Benjamin Sisko** and had one child, **Jake**, before her untimely death in 2367, during the battle against the **Borg** at **Wolf 359**. A **mirror universe** Jennifer was separated from her husband and worked for the **Cardassian-Klingon Alliance**. She was killed by the **Intendant**, the mirror **Kira Nerys**, while saving the life of the primary universe Jake Sisko. (*Starship Log: 'Emissary' [DS9]*) **SEE FILES 18, 43, 44, 70**

Sisko, Joseph The father of **Benjamin** and **Judith Sisko**. Joseph was the chef and owner of **Sisko's**, a popular creole restaurant in New Orleans, Earth. He was an intractable man, who rarely left his home planet. Joseph was married twice. His first wife, **Sarah**, was Benjamin's mother, and he was distraught when she left him two days after their son's first birthday. (*Starship Log: 'Explorers' [DS9]*) **SEE FILE 43, 44, 70**

 **Joseph Sisko eschewed replicator technology in his restaurant, preferring to prepare all food by hand.**




Sisko, Korena This **Bajoran** artist was **Jake Sisko's** wife in an alternate timeline in which **Benjamin Sisko** was thought to have been killed in 2372. Korena and Jake's marriage was destroyed by Jake's obsession with his father. (*Starship Log: 'The Visitor' [DS9]*) **SEE FILE 44, 70**

Sisko, Sarah This woman was possessed by the **Bajoran Prophets** in 2331. Within two months of meeting **Joseph Sisko** she had married him, and gave birth to their son, **Benjamin** – the future **Emissary** – in 2332. Having fulfilled her destiny, Sarah was released by the Prophets and soon after, she left Joseph. Three years later, Joseph eventually traced her to Australia only to discover that she had tragically died in a hovercraft accident. Sarah's image appeared to Benjamin Sisko in a vision sent by the Prophets in 2375. (*Starship Log: 'Image in the Sand' [DS9]*) **SEE FILES 10, 43, 44, 70**

Sisko's Creole Kitchen This was **Joseph Sisko's** restaurant in New Orleans on Earth. Sisko's was known for its gumbo. **Benjamin Sisko** retreated to his father's restaurant in 2375 to contemplate his future. (*Starship Log: 'Explorers' [DS9]*) **SEE FILES 44, 70**

Sisters of Hope Infirmary This charity hospital was located near the waterfront in San Francisco in the 19th century, and headed by **Dr. Apollinaire**. The hospital was a prime harvesting spot for the **Devidians**, so **Captain Picard** and his crew waited there for them to return. (*Starship Log: 'Time's Arrow', Part II [TNG]*) **SEE FILES 18, 69**

 **The crew of the U.S.S. ENTERPRISE NCC-1701-D visited the Sisters of Hope Infirmary while trying to find Devidians in Earth's past.**



Sitak, U.S.S. This **Miranda-class Federation** starship fought alongside the **U.S.S. Majestic** and the **U.S.S. Defiant NX-74205** to retake **Deep Space Nine** in 2374. The **Sitak** was destroyed just before **Worf** arrived with **Klingon** support. (*Starship Log: 'Sacrifice of Angels' [DS9]*) **SEE FILES 31, 70**

Sitak, Admiral This **Vulcan Starfleet** official met with **Captain Sisko**, **Admiral Ross**, and **Admiral Coburn** at **Starbase 375** in 2374. The three admirals approved Sisko's plan to retake **Deep Space Nine** from the **Dominion**. (*Starship Log: 'Favor the Bold' [DS9]*) **SEE FILES 5, 8, 19, 70**



S continued

site-to-site transport

This time-saving transporter procedure skips the materialization of a subject in the transporter chamber and forwards them to their ultimate destination. Transportation from a planet's surface to sickbay is the most common application. (*Starship Log*: 'Day of the Dove' [TOS]; 'Brothers' [TNG]; 'Non Sequitur' [VOY]) **SEE FILE 59, 68, 69, 71**

Sito Jaxa

This **Bajoran** female was involved in the outlawed **Kolvoord Starburst** maneuver that resulted in the death of **Starfleet Cadet Joshua Albert** in 2368. Sito later graduated from **Starfleet Academy** and was assigned to the **U.S.S. Enterprise NCC-1701-D**. In 2370, Sito volunteered to transport a **Cardassian** operative home. Sito was believed to have died when her vessel was destroyed on its way back to **Federation** space. (*Starship Log*: 'The First Duty' [TNG]) **SEE FILES 10, 43, 69**

Six of Ten

This designation was initially assigned to **Harry Kim** when **Seven of Nine** organized a work detail on the **U.S.S. Voyager NCC-74656** in 2374. Kim resisted becoming a quasi-drone, so Seven demoted him to **Two of Ten**. (*Starship Log*: 'The Omega Directive' [VOY]) **SEE FILES 43, 71**

Sixth Order

A component of the **Cardassian** armed forces. In 2371, the Sixth Order's **Gul Toran** was tricked by a decoy of the **U.S.S. Defiant NX-74205**, planted by **Thomas Riker**. (*Starship Log*: 'Defiant' [DS9]) **SEE FILE 13, 70**

skeletal lock

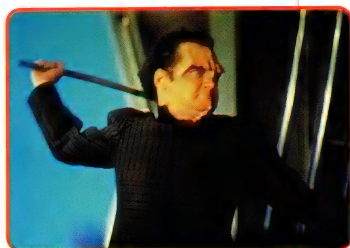
This alternative method of fixing coordinates on a humanoid prior to transporting was devised by **B'Elanna Torres** in 2373. A skeletal lock involves scanning for the unique minerals found in the target's skeleton, and then extrapolating the rest of the body. (*Starship Log*: 'Scorpion', Part I [VOY]) **SEE FILE 71**

skimmer

This type of armed spacecraft was used by the **Cardassians** during the occupation of **Bajor**. When **Quark** was an arms dealer, he sold 7000 **tritanium-plated assault skimmers** to the **Proxianians**. (*Starship Log*: 'The Darkness and the Light' [DS9]) **SEE FILE 70**

Sklar

This male **Nezu** colonist and exogeologist was revealed to be a murderer and traitor; he helped the **Etanian Order** in their planned invasion of a Nezu colony world in the **Delta Quadrant**. Sklar died after his true agenda was discovered. (*Starship Log*: 'Rise' [VOY]) **SEE FILES 18, 71**



Sklar was a traitor to his people, the Nezu. He died after falling from a mag-lev carriage.



The S.S. BOTANY BAY was a SLEEPER SHIP that was used by Khan and his followers to escape from Earth after the Eugenics Wars in 1996. It was found by the U.S.S. ENTERPRISE NCC-1701 in 2267.

Skon

This Vulcan male was the son of **Solkar**, the father of **Ambassador Sarek**, and the grandfather of **Mr. Spock**. (*Starship Log*: **Star Trek III: The Search for Spock**) **SEE FILES 8, 43, 45, 74**

Skoran

This blacksmith on the technologically simple planet of **Barkon IV** purchased some radioactive stones from **Data** for use in jewelry. Neither Skoran, nor the damaged Data, understood radioactivity, so when the town's people became sick, the **Barkonian** held Data responsible. (*Starship Log*: 'Thine Own Self' [TNG]) **SEE FILES 18, 69**

Sklar

This river was referred to in a **Klingon** drinking song which the **U.S.S. Voyager NCC-74656's EMH** taught **Seven of Nine** in 2376: "And the blood was ankle deep/And the River Sklar ran crimson red." (*Starship Log*: 'Barge of the Dead' [VOY]) **SEE FILE 71**

Skrreea

This humanoid species journeyed through the **Bajoran wormhole** in 2370, after 800 years of enslavement by the **T-Rogorans** ended. The **Skrreeans** were searching for their mythical homeworld, **Kentanna**, which their leader, **Haneek**, believed was **Bajor**. The Bajorans, however, could not support the three million Skrreean refugees, and instead suggested **Draylon II**. (*Starship Log*: 'Sanctuary' [DS9]) **SEE FILES 18, 70**

Sky Spirits

The alien progenitors of a tribe of Native American **Rubber Tree People**, from whom **Chakotay** is descended. Chakotay thought the Sky Spirits were nothing more than legend, until he met them on a **Delta Quadrant** planet in 2372. (*Starship Log*: 'Tattoo' [VOY]) **SEE FILES 18, 43, 71**

sleeper ship

This term is given to any spaceship in which the crew spends most of the journey in stasis, or a reduced-metabolism coma. The **S.S. Botany Bay**, which carried the sleeping forms of **Khan** and his followers, and the **Klingon** vessel **I.K.S. T'Ong**, were both sleeper ships. (*Starship Log*: 'Space Seed' [TOS]; 'The Emissary' [TNG]) **SEE FILES 34, 40, 68, 69**

slingshot effect

SEE light speed breakaway factor

site-to-site transport

Sito Jaxa

Six of Ten

Sixth Order

skeletal lock

skimmer

Sklar

Skon

Skoran

Sklar

Skrreea

Sky Spirits

Sleeper ship

slingshot effect

slip

slipstream drive

Slivin

Sloan, Deputy Director Luther

Sloan, Jessica

Sloane, Lily

sloth, Alvanian cave

slug

Smeot, Grand Nagus

Smiley

Smith, Lieutenant

Smith, Yeoman

Smith, Rebecca

Smith, Reginald

snails

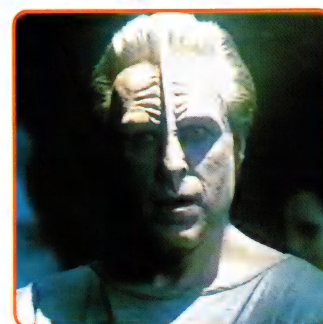
Snowden

so'wl'chu

Sobi



Haneek struck up a friendship with Major Kira on DEEP SPACE NINE, but they came into conflict over the Skrreeans' wish to settle on Bajor.



Chakotay discovered the Sky Spirits of his people's legends inhabiting a planet in the Delta Quadrant.



slip This term refers to a **Ferengi** monetary unit. Two thousand slips equals one bar of **gold-pressed latinum**. **Leck** paid **Zek** one slip for investment advice. **Ezri Dax** tried to collect 10 slips which **Quark** had owed **Jadzia**. (*Starship Log: 'Body Parts' [DS9]*) **SEE FILES 14, 51, 70**

slipstream drive See **quantum slipstream drive**

Slivin This **Klingon** ship formed part of **General Martok's** attack group during raids on **Cardassian** bases in 2375. After striking **Trelka V**, the *Slivin's* deflector could not emit a **graviton burst**. **Kor** sacrificed his life so that the **Klingon** ships could escape from a **Dominion** fleet. (*Starship Log: 'Once More into the Breach' [DS9]*) **SEE FILES 48, 70**

Sloan, Deputy Director Luther This amoral agent was a member of the shadowy **Section 31** division of **Starfleet Intelligence**. Sloan attempted to recruit **Dr. Julian Bashir** into the organization on two occasions, first in 2374, and again in 2375. This decision ultimately led to Sloan's suicide, when, in 2375, Bashir infiltrated his mind in an effort to find a cure for the virus affecting the **Founders**. (*Starship Log: 'Inquisition' [DS9]*) **SEE FILES 19, 43, 70**

Sloan, Jessica The wife of **Luther Sloan**. In a near-death vision experienced by **Dr. Julian Bashir** and **Miles O'Brien** – who had entered Sloan's dying mind – Luther apologized to Jessica for his regular, prolonged absences. (*Starship Log: 'Extreme Measures' [DS9]*) **SEE FILES 43, 70**

Sloane, Lily This human female was the engineer who helped **Zefram Cochrane** construct the **Phoenix**, humanity's first warp-capable ship, in 2063. Sloane was injured during a **Borg** attack, and was taken to the **U.S.S. Enterprise NCC-1701-E**. She helped **Jean-Luc Picard** in his efforts to defeat the **Borg**, and enabled the captain to see past his need for revenge. (*Starship Log: 'Star Trek: First Contact'*) **SEE FILES 33, 43, 44, 79**

▶ **Lily Sloane survived the horrors of World War III, and an attack by the Borg, to take her place in history alongside Zefram Cochrane.**



sloth, Albanian cave Rom's pacing was compared to this cave-dwelling mammal when his son, **Nog**, took a **Starfleet Academy** entrance test. The **Klingon Dahar Master Kor** once said that he slept like an **Albanian cave sloth**. (*Starship Log: 'Facets' [DS9]*) **SEE FILE 70**

slug The **Ferengi** variety of this shellless mollusk, when prepared in a variety of ways, is an important source of nourishment. **Raw slug livers**, available at **Quark's**, are a favorite breakfast food of **Morn's**. When Quark visited home, his mother, **Ishka**, offered him a nice slug steak. The number one **Ferengi** soft drink is **Slug-o-Cola**, advertised as "the slimiest soft drink in the Galaxy." (*Starship Log: 'The Visitor' [DS9]*) **SEE FILES 14, 70**

Smeet, Grand Nagus This **Ferengi** was one of **Grand Nagus Zek's** predecessors. Smeet's term ended uniquely, as he was assassinated after a massive drop in the **Ferengi Market Exchange**. Smeet and his **First Clerk** were buried together. (*Starship Log: 'Ferengi Love Songs' [DS9]*) **SEE FILES 14, 70**

Smiley SEE **O'Brien, Miles**

Smith, Lieutenant **Quark** used this name when he called his ex-lover **Natima Lang** over **Deep Space Nine's** comm system, and lied about **Captain Sisko** wanting to meet Lang in her quarters. Instead, Quark met with Lang. (*Starship Log: 'Profit and Loss' [DS9]*) **SEE FILES 50, 51, 70**

Smith, Yeoman This female officer was assigned to the **U.S.S. Enterprise NCC-1701** bridge in 2265. **Captain Kirk** thought that her name was **Jones**. When the ship passed through the **galactic barrier**, Smith sought comfort by holding the hand of **Gary Mitchell**. (*Starship Log: 'Where No Man Has Gone Before' [TOS]*) **SEE FILE 68**

▶ **Gary Mitchell held Yeoman Smith's hand and still managed to navigate the U.S.S. ENTERPRISE NCC-1701.**



Smith, Rebecca This officer held a tactical posting on the **U.S.S. Enterprise NCC-1701-D** in 2370. She and **William Riker** shared an interest in the ship's arboretum until he rolled onto some **Cyprion cactus spines**. (*Starship Log: 'Genesis' [TNG]*) **SEE FILE 69**

Smith, Reginald In the **U.S.S. Voyager NCC-74656's** World War II **holodeck** program, Smith was an announcer for the British Radio Network. His weather reports contained hidden messages for the French resistance fighters. (*Starship Log: 'The Killing Game', Part I [VOY]*) **SEE FILE 71**

snails The **Ferengi** variety of these shelled mollusks are served as steaks, or as an intoxicating juice. **Rom** liked snail juice, drinking it straight up, sometimes with extra shells, or extra smooth. It is also available hand-squeezed. **Nilva** ordered juicy snail steaks, lightly seared, for his dinner with **Lumba**. (*Starship Log: 'The Bar Association' [DS9]*) **SEE FILE 70**

Snowden This **Starfleet** officer served on the **U.S.S. Okinawa** at the same time as **Benjamin Sisko** held the post of executive officer. Snowden was among hundreds of personnel who were transferred by **Admiral Leyton** to aid his attempted coup in 2372. (*Starship Log: 'Paradise Lost' [DS9]*) **SEE FILE 70**

so'wl'chu This **Klingon** language word translates as the equivalent of the command "engage" or "start." (*Starship Log: 'Star Trek III: The Search for Spock'*) **SEE FILES 11, 74**

Sobi This male humanoid from the planet **Brekka** handled sales of **felcium** to the planet **Ornara** in 2364, along with his associate, **Langor**. Sobi and Langor were terrified when **Captain Picard** learned that felcium was a narcotic. (*Starship Log: 'Symbiosis' [TNG]*) **SEE FILES 18, 69**

▶ **Sobi and Langor were keen to maintain the lucrative and exploitative deal that they had with the citizens of Ornara.**



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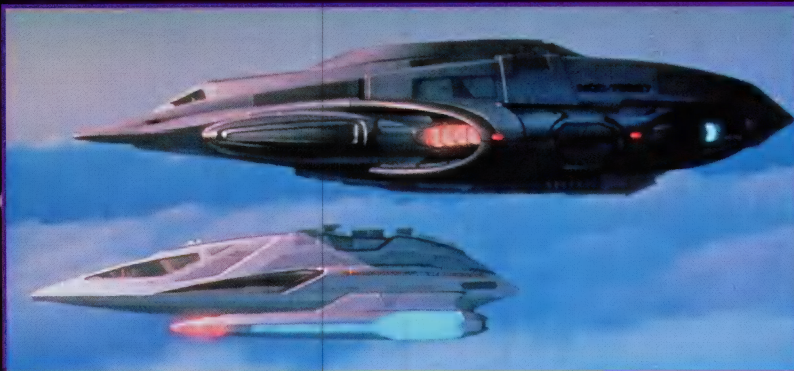
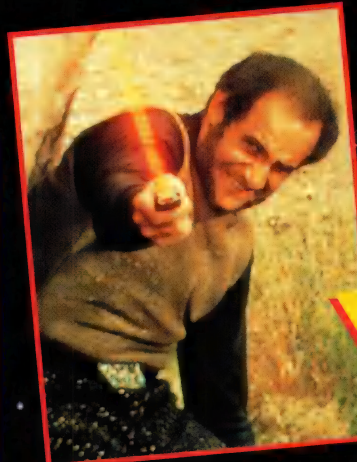
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THE
TRILLS

The Guide to the STAR TREK Galaxy

FILE 9

CARD 5



THE
TRILLS

TRILL HOST DIFFICULTIES

The Trill are a methodical people who choose the hosts for their precious symbionts with great care. Even so, on occasion the selection process can go wrong, placing the hosts in mortal danger.

The process of joining allows Trill hosts to experience an intimate sharing of their lives with another being, and gain the wisdom and faculty of many different lifetimes. It is a great honor to be chosen as a host, but difficulties can arise when the process goes wrong, or the host unexpectedly dies.

The Trill Symbiosis Commission selects appropriate candidates for joining through the Initiate Program. Those who are deemed psychologically incapable of balancing the lifetimes of experience accumulated by the symbiont, are usually weeded out at an early stage. Other complications,

such as a lack of direction in the potential host's life, may be highlighted as difficulties to overcome further into the program. Certain criteria are not regarded as particularly important, however – the symbiont **Odan** is able to be joined to a host despite the fact that the transporter process will damage the symbiont in that particular case.

Handling rejection

The majority of rejected initiates accept the situation and go on to lead full lives, but a few become obsessed with the notion that they have been treated unfairly. The young woman who becomes **Jadzia Dax** resolves to reapply after initial rejection from the

program, and is successful in being readmitted. Conversely, the rebuffed candidate **Verad** takes matters into his own hands after spending his youth trying to qualify. He steals the Dax symbiont for himself in early 2370.

Unsuitable host

Sanctioned joinings that go wrong are few and far between. One of the most serious instances becomes known to a select few Starfleet officers in 2371. **Joran Belar**, a mentally unstable host candidate, somehow slipped through the net in 2285; he was joined with the Dax symbiont, but his body rejected the bond six months later, when



Emotional transfer

After being transferred to Will Riker in 2367, the Odan symbiont continues to romance Dr. Beverly Crusher.

Joran committed murder. The precious symbiont was removed, and the host died a matter of hours later.

The Trill Symbiosis Commission swiftly covers up this crisis by erasing Joran's joining with Dax from public record and the host's personal file. The

official records claim that he was dropped from the Initiate Program after the second year. Joran allegedly murdered the doctor who recommended he be dismissed, and was killed while trying to escape the crime scene. The commission then

Rejected initiate

When Verad is not chosen for joining, he decides to steal the Dax symbiont.

Strength of character

The Trill Symbiosis Commission selects initiates who can cope emotionally with the symbiont's memories accumulated from several lifetimes.



Determined initiate

Unlike the rejected Verad, Jadzia Dax achieved the unique distinction of being readmitted to the Trill Initiate Program, and was selected for joining.





The Guide to the STAR TREK Galaxy

FILE 9

CARD 5



THE
TRILLS

TRILL HOST DIFFICULTIES

THE
TRILLS

▼ Repressed memories

The Trill Symbiosis Commission cover up Joran's joining to the Dax symbiont, but in 2371, his memories resurface in Jadzia Dax.



operated on Dax to suppress all memory of Joran.

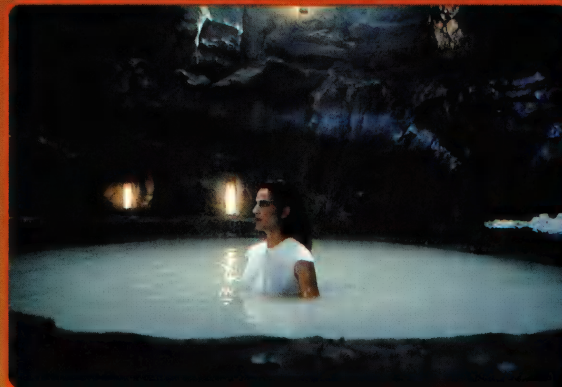
The Trill establishment covered their tracks very well, but did not predict the deterioration of Dax's memory block after some 85 years. The memories of the unacceptable host manifest themselves in 2370, in the current host Jadzia, via aggressive mood swings, a preoccupation with a piece of music written by Joran, and frightening hallucinations.

The Symbiosis Commission adamantly maintains the charade, even when Jadzia's serious condition means she must be returned to the Trill homeworld for emergency treatment. **Timor**, a guardian of the symbiont pools, recognizes that the balance between the Dax

symbiont and host is distorted, but later refuses to elaborate or help. **Commander Benjamin Sisko** and Dax's colleagues suspect Timor has been scared into silence.

It is unknown how many more examples of improper joining have been buried by the Trill authorities, but there does seem to be good reason for such duplicity. The race learned from the tragic Joran case that many more humanoid Trills are able to be joined than is popularly known – nearly half the population, in fact. There are not nearly enough symbionts to meet such demand, so the potential danger of the creatures becoming a commodity on a 'symbiont black market' is enormous.

Dax is eventually



▲ Treatment on the homeworld

Jadzia's ailing condition is cured when she enters the symbiont pools. The other symbionts help Dax to bond with the forgotten host, Joran.

stabilized by allowing Joran's personality to surface and be integrated with the symbiont's other host memories. Jadzia then manages to bury him deep within herself, but in mid-2375, new host **Ezri Dax** has reason to turn to Joran's darker nature and history to help solve a series of brutal murders on station **Deep Space Nine**. She performs the mystical **Rite of Emergence** and accesses Joran's volatile personality.

Fighting fire with fire

The relationship Ezri and Joran establish is productive, if adversarial. The former host knows

how a killer thinks, and tells Ezri that if she wishes to catch a murderer she must learn to think like one too. Joran guides her through the killer's mentality – calm, detached, and methodical. Together they deduce that the culprit is **Vulcan**, and stop him from killing again. In this way Ezri is able to put the Trills' mistake of nearly a century before to more profitable use.

Possibly the most common difficulty is lack of another host when death strikes. Symbionts can only exist outside a host for a short time, even when placed in stasis. In 2367, the symbiont Odan's host is mortally wounded in a

GALAXY FACTS

▶ **Yolad Belar** recalls that his brother, **Joran**, claimed he had been joined and underwent a distinct change of personality.

▶ Another problem that can arise after joining is reassociation between two symbionts, which is against Trill taboo.

shuttle attack, and, in the absence of a Trill host, must be placed in the human body of **Commander William T. Riker** as a temporary measure. This unprecedented move saves the symbiont, but also threatens Riker's life.

Unexpected joining

Seven years later, the Dax symbiont is saved after a fatal assault on the Jadzia host by the **Cardassian Dukat**. En route back to the Trill homeworld, the symbiont takes a turn for the worse and must be placed in a new host immediately. The only Trill aboard the **U.S.S. Destiny** is young **Ezri Tigan**. Fortunately, despite Ezri's lack of initiate training, she adjusts to the joining.

For all the potential difficulties, the symbiotic Trill way of life continues unabated, and joining remains a much sought-after goal.

CHANGE OF HOST

Reactions

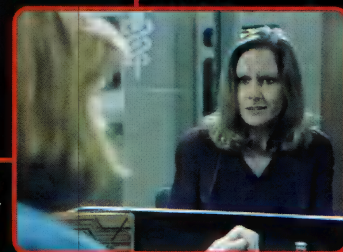
The reactions of non-Trills when a new host is selected can sometimes be problematic. There is the usual discomfort of being around a person who looks different and yet is familiar, with some of what they knew remaining and some of it changed forever. Occasionally this can become a serious issue: in 2375, Ezri Dax must handle serving alongside former host Jadzia's widower, **Worf**. The Klingon cannot accept that the wife he watched die, and for whose spirit he ensured entry to **Sto-Vo-Kor**, still lives on in some way. The couple eventually learn to work alongside each other, and even embark on a brief romantic liaison.

Similarly, when Odan's host dies, **Dr. Crusher** must reconcile her strong feelings for the ambassador with the symbiont personality that first inhabits **Will Riker's** body, and then a new female host sent from the Trill homeworld. The doctor ultimately cannot cope with the change and level of uncertainty Trill life entails, and chooses to end the relationship. Odan is disappointed, but respects her decision.



▶ Members of other races often take time to adjust when a symbiont is transferred to a new host. **Dr. Crusher** ends her relationship with Odan when the symbiont is transferred to a female host.

▶ After the tragic and premature death of Jadzia, **Worf** finds it hard to cope with the presence of Ezri Dax – the new host to the symbiont who carries his wife's memories. The couple have a brief affair, but later decide to remain just good friends.





THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7 CARD 8B



THE UNITED FEDERATION
OF PLANETS

TANTALUS V

The Federation penal colony on Tantalus V is renowned for its successful rehabilitation of disturbed individuals. Behind Dr. Tristan Adams's success story, however, lies a sinister secret.

Unlike many of his colleagues, **Dr. Leonard McCoy**, chief medical officer of the **U.S.S. Enterprise NCC-1701**, holds a dim view of penal colonies, no matter how advanced their design and function. The doctor states that a "cage is still a cage." The colony on **Tantalus V**, however, is a far cry from many of its inhumane predecessors, and most of its contemporaries. Tantalus has the reputation of being more like a holiday resort than a penal colony, and subsequent **Federation** institutions have adopted many of the treatment techniques pioneered by psychiatric expert **Dr. Tristan Adams**. Prior to visiting the colony, the *Enterprise's* **Captain James T. Kirk** reminds McCoy that in the last 20 years, Dr. Adams has done more to revolutionize the treatment of the criminally insane than all of humanity has achieved in the past 40 centuries. Upon arrival, however, Kirk finds disturbing evidence that Adams's determination to cure his patients has led him to disregard basic human rights.

Rehabilitation

The staff at Tantalus V refer to the facility as a rehabilitation colony, rather than a penal colony, reflecting the attitude that they are treating patients, not incarcerating prisoners. Their goal is not to punish

the inmates, but to quell their violent impulses so that they may find a measure of peace. It is not unheard of for a cured patient to become a counselor in the facility.

Symbol of peace

The noble goals of the Tantalus colony experts are reflected in their official logo, prominently displayed on the staff's blue coveralls and tunics. In the logo, a large white hand gently holds a tiny white dove between thumb and forefinger in front of a bright yellow sun, symbolizing the colony's goal of bringing peace and tranquility to its troubled inmates, as well as its optimism for their future recovery.

This kinder, gentler attitude toward the

Modern facility

The Tantalus V penal colony is a modern facility which offers a good chance of rehabilitation.

criminally insane is also reflected in the architecture and design of the facility itself. The underground structure where the inmates live incorporates the surrounding geology, lessening the institutional feel of the place. The "resort-like" atmosphere it is reputed to have is a little exaggerated, but the facility is modern, clean, and well-lit, with few signs and labels to contribute to the feeling of incarceration or hospitalization. Many patients are free to roam

authorized sections of the facility and engage in social interactions with fellow inmates, staff, and even visitors.

Tantalus V employs a number of methods in the treatment of its inmates. These include standard psychotherapy and the use of medication, including infra-sensory drugs. Integral to its treatment philosophy

is the belief that patients will be helped most if they bury the past. "Why should a person go on living with unbearable memories if there's no necessity?" asks Dr. Adams rhetorically. Indeed, the shifting of memory patterns is basic practice in 23rd-century psychotherapy.

What is not known before 2266, however, is



Harsh world
From space, the surface of Tantalus V is covered in swirling cloud formations.



VAN GELDER ESCAPES

Stowaway

On Stardate 2715, **Dr. Van Gelder**, who is suffering from his encounter with the neural neutralizer, manages to escape from Tantalus V. He hopes to find allies who can help him stop his insane colleague, Dr. Adams. Van Gelder exploits his position as Tantalus's director to evade the colony's security. He stows away in a cargo container of research equipment, and is transported aboard the **U.S.S. Enterprise**, where his condition is carefully monitored by a concerned Dr. McCoy. Van Gelder eventually recovers from his ordeal.



Vital supplies are beamed to the Tantalus V colony from orbiting starships.



The cylindrical supply containers carry medication for the rehabilitation of inmates.

Planet Tantalus V
Class M **Quadrant** Alpha
Facility Federation penal colony

Surface Barren and inhospitable
Underground The penal colony is buried deep underground, perhaps to make it more difficult for the inmates to escape.
Treatment The intention of the facility is to cure and rehabilitate inmates, not to punish them or keep them locked away indefinitely.
Personnel The penal colony is administered by Dr. Simon Van Gelder and Dr. Tristan Adams.
Starship Log STAR TREK: The Original Series 'Dagger of the Mind'



THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7 CARD 8B

TANTALUS V



THE UNITED FEDERATION
OF PLANETS

▶ **Dr. Tristan Adams** makes great strides in the field of rehabilitation, but his methods are later found to be highly unethical. He dies after exposure to the effects of his own neural neutralizer.



that in addition to these treatment techniques, the staff at Tantalus V also seek bolder, more aggressive remedies. Dr. Adams instigates experimental new procedures and treatments in an effort to reach the colony's most intractable cases. One such experiment begins with the pioneering use of a **neural neutralizer**, but when Dr. Adams needlessly abuses the technology, the colony's director, **Dr. Simon Van Gelder**, is rendered temporarily insane. In the end, Adams meets his own tragic death after exposure to the deadly device. Dr. Van Gelder subsequently dismantles the treatment room and has the equipment destroyed.

This tragedy should not, however, overshadow the institute's many success stories, achieved by more

humane and conventional means. Its primary purpose is the incarceration and rehabilitation of violent criminal offenders, but Tantalus V is also a research facility, and regularly supplies the **Central Bureau of Penology** in Stockholm with important research materials.

Independent facility

Tantalus V is a high-tech facility, but the planet itself is harsh, barren, and uninviting. The massive buildings of the colony reflect its largely self-sufficient nature, necessary for the maintenance of security. The physical plant needed to run the facility is located above ground, although the actual hospital has been constructed deep below the planet's surface.

The colony is surrounded by a security forcefield;

neither supplies nor visitors can be beamed down to the colony without proper authorization. Once authorization is given, much of the forcefield remains activated, although an opening is made to accommodate new shipments and arrivals. Exits from the colony are also monitored. Much of the facility is automated, reducing the need for staff. Less people means fewer security risks, disruptions, and distractions for the inmates.

On arriving at the colony, visitors are transported

▶ **Dr. Simon Van Gelder** attempts to expose Dr. Adams's questionable new treatments.

directly to a high-speed elevator entrance. Once the guests step inside, the elevator automatically descends at a startlingly brisk rate until it reaches the hospital facility deep below the planet's surface. "I wouldn't recommend it for weak hearts," remarks *Enterprise* psychiatrist and rehabilitation specialist **Dr. Helen Noel** after traveling in the elevator.

High security

Penal colony regulations require visitors to surrender all weapons, although exceptions are sometimes made for high-ranking guests, such as Captain Kirk. Visitors may also find themselves unable to send communications from the colony: the many security measures in place include a lockout of unauthorized communications from the planet's surface.

Despite the emphasis on security, Tantalus V still has areas of vulnerability. For example, the air ducts are

GALAXY FACTS

▶ **Elba II** is the location of another Federation penal colony. This facility is home to a number of disturbed individuals, including Garth of Izar.

▶ **Dr. Tristan Adams** also exposes Captain Kirk to the neural neutralizer and makes him fall in love with Dr. Helen Noel.

large and unobstructed enough for an adult to enter comfortably. The ducts also interconnect, enabling an enterprising inmate to crawl through the air conditioning duct and make his or her way to the power room, where the main security control switches are located. A desperate prisoner could even shut down the security forcefield from the power room, in order to escape.

Despite these drawbacks, and the failure of the experimental neural neutralizer, Tantalus V remains a testament to Dr. Adams's initial inspirational and progressive ideals. The colony continues to help those sick, troubled souls who would otherwise be ignored or forgotten by the rest of the Galaxy.



▶ **The neural neutralizer's controls** are quite simple to use. One switch activates the device, while another increases, or decreases, the strength of the neutralizing beam.

▶ **Patients undergo the neural neutralizer treatment** by sitting in a large, reclining chair in the middle of a room, and staring into a beam of light. The device is operated from an adjoining booth.



THE REHABILITATION OF LETHE

Success story

In 2266, Captain James T. Kirk and Dr. Helen Noel beam down from the *U.S.S. Enterprise* to the Tantalus V colony, where they are given a guided tour around the underground facility by Dr. Tristan Adams. Adams is renowned for his pioneering techniques in the

treatment of the criminally insane. He introduces Kirk to one of his former inmates, Lethe, who now works at the colony as a therapist. Adams holds Lethe up as one of his success stories; the woman was 'cured' by erasing the memories of her past.



▶ **Former inmate Lethe** works at the colony as a therapist. She does not remember the crimes that she committed, or the person she used to be. It is not known whether Lethe was treated by the neural neutralizer, but her rehabilitation has left her with the personality of an emotionless automaton.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 20



OTHER GROUPS
AND RACES

THE MAQUIS IN THE DELTA QUADRANT

Long before the Maquis are wiped out by the Dominion, the crew of one rebel vessel put aside their ideology and work alongside a Federation crew for the common good. The ship on which they combine their efforts is the *U.S.S. Voyager NCC-74656*.

The *Zola*, a Maquis vessel under the command of rebel leader Chakotay, arrives in the Delta Quadrant in early 2371. It is snatched away from the Badlands, in which it is taking refuge from the Cardassians, by a sporocystian life form known as the Caretaker. The ship is swiftly joined by the *U.S.S. Voyager NCC-74656*, a Federation vessel that embarks on a search and recovery mission. The two crews forge an uneasy alliance to deal with the situation, and the *Zola* is ultimately sacrificed in battle with the belligerent Kazon. *Voyager*, now stranded 70,000 light years from Earth, becomes home

to two antagonistic groups.

The Maquis are absorbed into *Voyager's* crew, and Chakotay is made first officer of the Starfleet vessel. The divisions and conflicting allegiances remain problematic for months, however, as Maquis members who believe the Federation abandoned them to the Cardassians must now accept Starfleet hierarchy and procedures.

Clash of personalities

Discipline and personality clashes occur frequently. Many Maquis take the attitude that while they are prepared to do their jobs, they will not "jump through any Starfleet hoops."

The ideological

▶ **A Maquis mutiny aboard the U.S.S. VOYAGER has only ever occurred in a fantasy scenario played out by crew members in their leisure time. Nevertheless, the relationship between the Starfleet officers and the Maquis rebels has not always been a smooth one.**

polarization is typified by a violent clash between the half-Klingon B'Elanna Torres and Joseph Carey. Commander Chakotay explains that Torres is a Maquis, and sometimes a Maquis has to push people out of the way to get things done, but the by-the-book Lt. Tuvok insists that allowing Torres to get away with such a violation of Starfleet protocol will set a bad example.



Such conflicts even divide Captain Kathryn Janeway and her first officer. Janeway believes Chakotay still treats the Maquis as if they are his people; he agrees, but counters that he does so because no one else on the ship will look out for them. The captain is reluctant to compel Starfleet officers to accept untrained Maquis as their superiors, but Chakotay's argument that she will have to grant

authority in return for loyalty persuades her to promote Torres to chief engineer.

Gossip galore

Rumor nevertheless spirals out of control in both camps. At first, the Maquis mistakenly believe that they will be restricted to quarters when not on duty. Mutiny remains a real possibility; Ensign Seska and other Maquis officers make it clear to Chakotay that they are ready to back him if he

THE MAQUIS ON VOYAGER

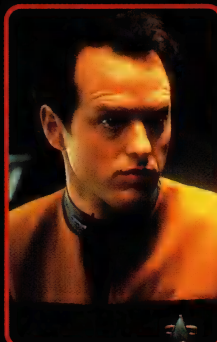
New duties

Captain Janeway soon realizes that the best way to integrate the Maquis crew into her own is to give them tasks to perform, and thus a place in the ship's hierarchy. Most come aboard as enlisted crew, but a few, such as Commander Chakotay, Lt. Torres, and Lt. Ayala, are awarded field commissions; Mariah Henley is one of the few Maquis to be given a position in the duty division of command. The Maquis have often had to make do with what equipment they can find and this practical, hands-on approach means that many of them are skilled engineers; in addition to Torres, Seska, Michael Jonas, and Lon Suder are all assigned to this department. Gerron, a young Bajoran, has skills that prove useful to the ship's science department.



▶ **Michael Jonas works with the traitor and Cardassian spy Seska to betray VOYAGER to the Kazon-Nistrim. He is discovered sabotaging the ship's systems by Neelix.**

▶ **Kenneth Dalby never chose to be a Starfleet officer, and finds it hard to understand why he should follow rules he often sees as petty bureaucracy – an attitude that causes problems for Captain Janeway.**



▶ **Lt. Ayala regularly works on the bridge and as a security officer. He is one of the few former Maquis to have caused Janeway no problems.**

▶ **Betazoid Lon Suder's severe mental problems would have ruled him out of a regular Starfleet career. He fares little better during his brief time aboard VOYAGER.**



GALAXY FACTS

▶ **Seska surprises Chakotay with a bowl of mushroom soup obtained in a "strictly Maquis operation."** She tricks Neelix into leaving his kitchen, then breaks in and raids the food reserves.

▶ **The Maquis have no written code of conduct.** Equally, however, their *raison d'être* no longer applies, as there are no Cardassians in the Delta Quadrant for them to oppose.

makes a move, despite his insistence that he will not.

Slowly, however, attitudes begin to change. The willingness of Torres and Carey to work together after Torres's promotion sets an example for the rest of the crew, and Janeway is pleased to note some weeks later that the two groups are starting to relax and get along. A small number of Maquis cling to the old ways, however, such as undertaking repairs on their own authority, rather than referring to a senior officer.

On occasion, rebellious Maquis even influence Starfleet crew members.



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 2D

THE MAQUIS IN THE DELTA QUADRANT



OTHER GROUPS AND RACES



▶ **Four of the more difficult Maquis are assigned to Tuvok's 'boot camp' for a crash course in Starfleet protocol and techniques.**



▶ **Some of the ZOLA crew have previous experience of Starfleet.** Chakotay and B'Elanna Torres, for example, both attended Starfleet Academy before joining the Maquis.

In mid-2371, Lt. Carey and, extraordinarily, Lt. Tuvok, join Torres and Seska in an initiative to acquire **Sikarian** tractor technology that could get *Voyager* 40000 light years closer to home.

Group disobedience

The group start by innocently theorizing about how the tractor works, but when the technology becomes available illegally the group decides to claim it without the captain's permission. Seska personifies the old Maquis thinking when she says that permission is not as important as

getting them halfway home. The scheme ultimately does not work due to technological incompatibility, and Tuvok and Torres insist on facing disciplinary action. Janeway has made it clear that *Voyager* is a Starfleet crew. They must uphold certain standards.

Later the same year, four of the most disruptive ex-Maquis are sent on field training with Tuvok, as Janeway feels it is unfair to expect Starfleet behavior from people who never went to the academy. Those chosen find it

insulting, however, feeling they have done the best they can to adapt to *Voyager*. The group openly disputes Tuvok's authority, forcing Chakotay to deal with this problem the Maquis way: he punches the ringleader, **Crewman Kenneth Dalby**, to the floor. Shocked, Dalby and the others agree to the training, and by its completion lessons have been learned on both sides. Tuvok finds that bending the rules a little can sometimes help, while the four Maquis come to appreciate the value of

▶ **Tempers flare when Chakotay discovers that one of his cell, Tuvok, is a Starfleet spy.** This deception colors the subsequent relationship between the two men, although both officers learn to work together for *VOYAGER's* benefit.



▶ **Seska always has trouble fitting in with Starfleet's regulations.** Chakotay, on the other hand, is determined to abide by the new rules.

following orders.

Not everyone is capable of making the transition, however; two of the Maquis crew become so disillusioned with the situation that they actually betray the ship. Seska illegally provides the Kazon with **replicator** technology and then transports to a Kazon vessel; she has no time for Starfleet principles and 'nobility,' and personifies Maquis thinking by reasoning that the *Voyager* crew are alone in the Delta Quadrant and should therefore disregard the **Prime Directive**.

Traitor on board

The following year, **Michael Jonas** becomes a willing agent for Seska and the **Kazon-Nistrim**. He reports *Voyager's* movements and orchestrates damage to the ship's **warp coils**. He is prevented by **Neelix** from leading the ship into a trap, and perishes in a plasma fire.

Apart from these extreme examples, the Maquis in the Delta Quadrant are no longer a distinct group, but a productive part of a working crew. When word reaches them in 2374 of their cause's annihilation in the **Alpha Quadrant**, they are immensely saddened, but have nevertheless found their own way forward.

MAQUIS MUTINY

Fantasy rebellion

At the start of the *U.S.S. Voyager's* journey home, Lt. Tuvok begins writing a holoprogram called 'Insurrection Alpha', a tactical training scenario for junior security officers. He initially believes a Maquis mutiny is a serious possibility, and creates a program in which Chakotay has all of the Maquis and about 25 percent of the Starfleet crew on his side. As the two crews begin to work together, however, Tuvok concludes that such a mutiny is increasingly unlikely. He deletes the program, fearing that if discovered, it might well inflame the very situation it was intended to combat.

Unfortunately, the treacherous Seska gains access to the program about a month before her departure from *Voyager*. Her interference means that when Tuvok next accesses the narrative parameters, in late 2373, many of the ship's vital systems go down. Tuvok and Tom Paris become trapped in the holodeck with the safeties disengaged. Fortunately, they are able to see the program through to a safe conclusion.



▶ **Tuvok, who knows the Maquis cell better than Janeway, always sees Seska as the biggest problem.** He casts her as the leader of the mutineers.

▶ **The 'Insurrection Alpha' scenario allows crew members to speculate on which side Commander Chakotay would take.**



STARFLEET ACADEMY

SHIP HANDLING

SHIP-TO-SHIP DOCKING AT SPEED

Ship-to-ship docking is a routine and simple operation, except in emergency situations where it is necessary to risk docking at high speeds.

Almost all **Starfleet** vessels are fitted with clamps and hatches that allow them to dock with space stations or other starships. In most docking procedures, one of the parties – usually the larger of the two – will be stationary, but in extreme situations it may be necessary to attach two vessels together while one or both are moving at high speeds. In cases where a malfunctioning ship returns to the shuttlebay of its mother ship, or the docking area of a starbase, standard emergency procedures are followed; for example, the immediate area will be evacuated, the dock sealed off, and in some cases strong nets will literally catch the offending vehicle in addition to the inertial dampers that slow its arrival. Even more unusual – and more dangerous – are situations in which two similarly sized craft dock while both are still traveling at high speeds. Such a maneuver requires immense piloting skill if it is to be completed successfully.

Chasing Data

A good example of a successful high speed ship-to-ship docking procedure takes place in 2375, above the **Ba'ku colony world** in the **Briar Patch**, when **Captain Jean-Luc Picard** and **Lt. Commander Worf** attempt to use a



Picard and Worf embark on a high-speed chase through the atmosphere of the Ba'ku colony world, in pursuit of their malfunctioning android colleague Data.



Once locked together, the ships plummet toward the planet's surface at an alarming speed. They pull up only meters from the ground.

shuttlecraft from the **U.S.S. Enterprise NCC-1701-E** to a capture a **Federation scout ship** piloted by their malfunctioning android colleague, **Lt. Commander Data**.

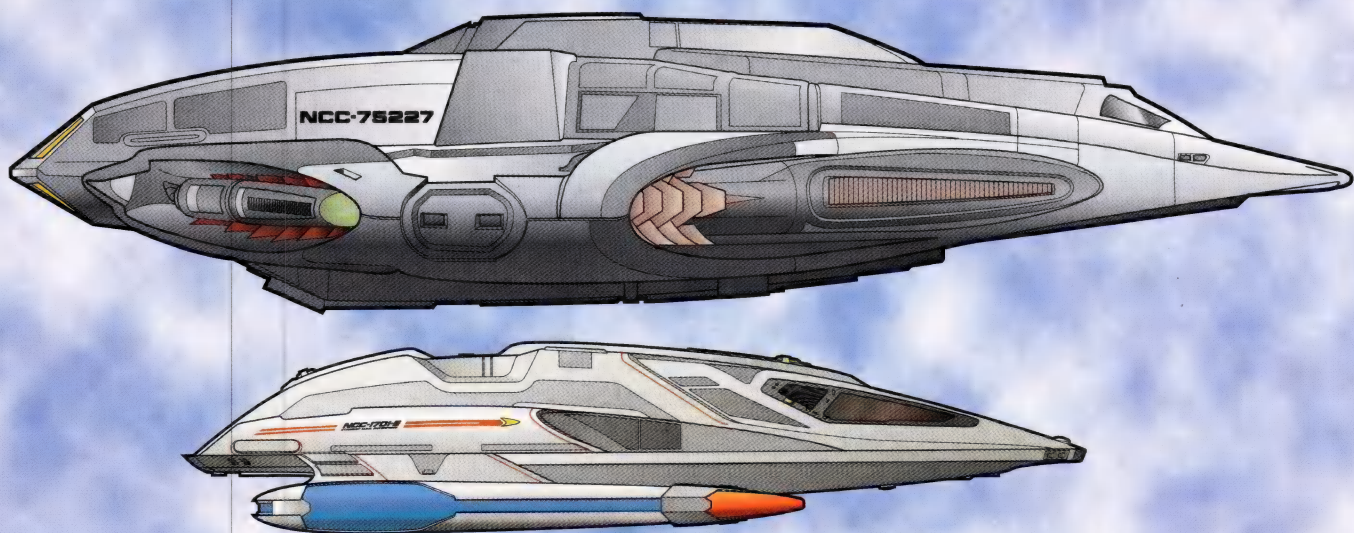
The docking clamp of Worf and Picard's shuttle is activated and extended some distance from the *scout ship*, so that it can be slotted into the *scout ship's* docking hatch immediately; under normal circumstances, the two docking hatches would be lined up first, and then the clamps would be activated. Picard then pilots his shuttle upward from underneath the *scout ship*, locking onto the docking clamp in the larger vessel's underside.

Once the docking clamps have a hold on the scout ship, their grip is extremely tight and virtually unbreakable. As both ships still have full control of their engines after the clamps are in place, they can work to move against one another – a dangerous and misguided course of action that could result in the destruction of both vessels. The strength of the clamps

means that once they have locked it is almost impossible to break the connection by force; if Data had continued to resist capture, it is more likely that the *scout ship* would have ripped off part of the shuttlecraft's hull with the docking clamp still attached to it.

Safe return

As the *scout ship* is the larger and more powerful of the two craft, its engines initially guide the flight path of the locked vessels, sending them both into a downward spiral toward the surface of the Ba'ku colony world. Picard and Worf keep their cool, however, and are able to initiate inertial dampers. This helps them regain control of the vessels and, once their descent has been slowed, Worf enters the *scout ship* through the docking hatches and disables Data with a **phaser**. Its pilot incapacitated, the docked *scout ship* is then towed back to a safe port by the *Enterprise* shuttlecraft.



The smaller U.S.S. ENTERPRISE NCC-1701-E SHUTTLECRAFT, piloted by Captain Jean-Luc Picard and Lt. Commander Worf, approaches Data's FEDERATION SCOUT SHIP from underneath, in order to connect the docking clamp on its dorsal hull with the docking hatch on the underside of the SCOUT SHIP. The larger size of the SCOUT SHIP makes this high-speed docking extremely dangerous, as the less powerful SHUTTLECRAFT will have trouble controlling the movement of both ships once they are locked together.



SHIP-TO-SHIP DOCKING AT SPEED



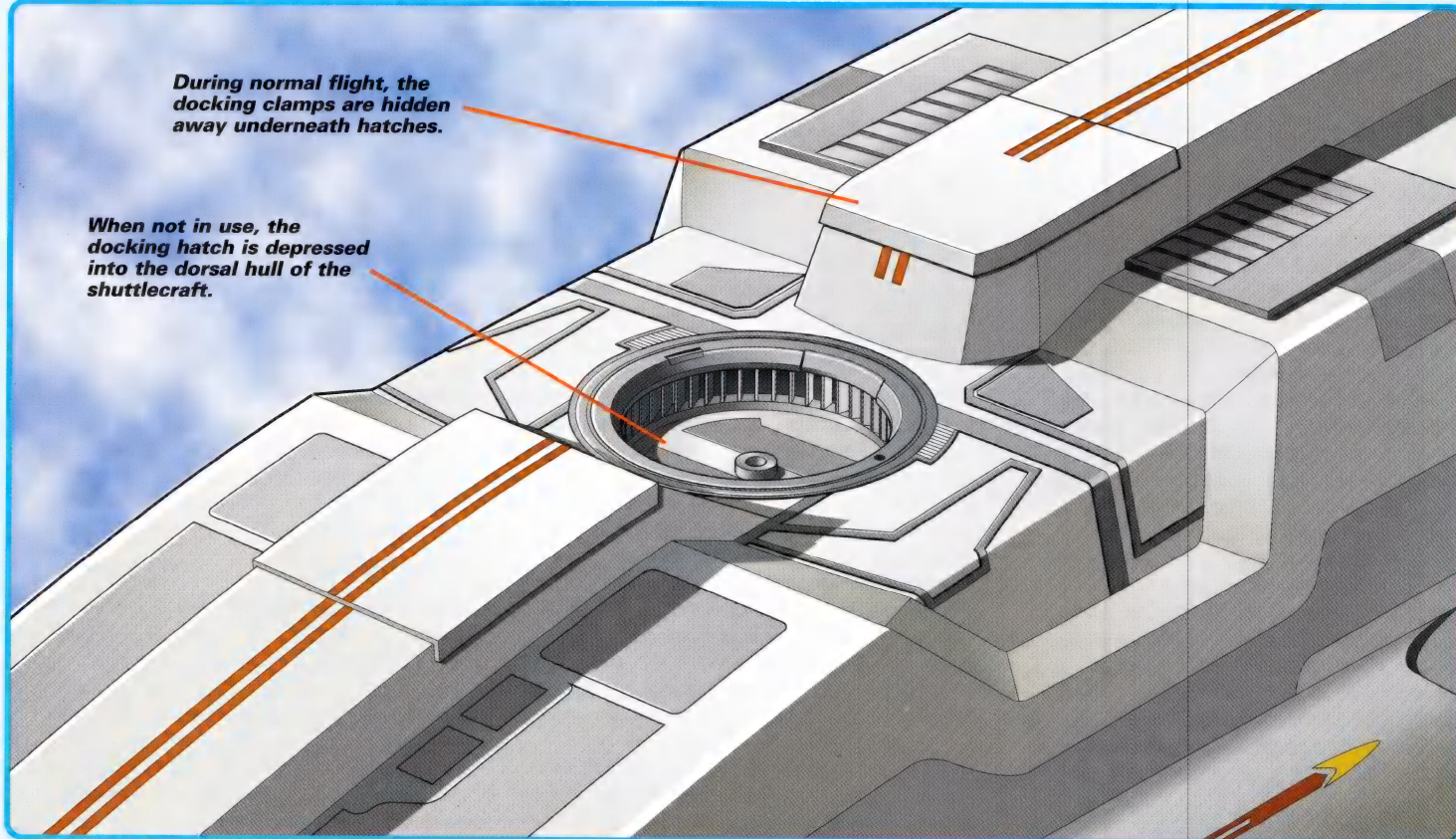
◀ Captain Picard and Worf distract Data by singing a Gilbert and Sullivan song, giving them the chance to get close enough to his SCOUT SHIP to activate the docking clamps before he can evade them.

▶ Once Picard has Data's attention, Worf leaves the cockpit seating for a few seconds and activates the docking clamps from a touch-sensitive control panel at the rear of the shuttlecraft.



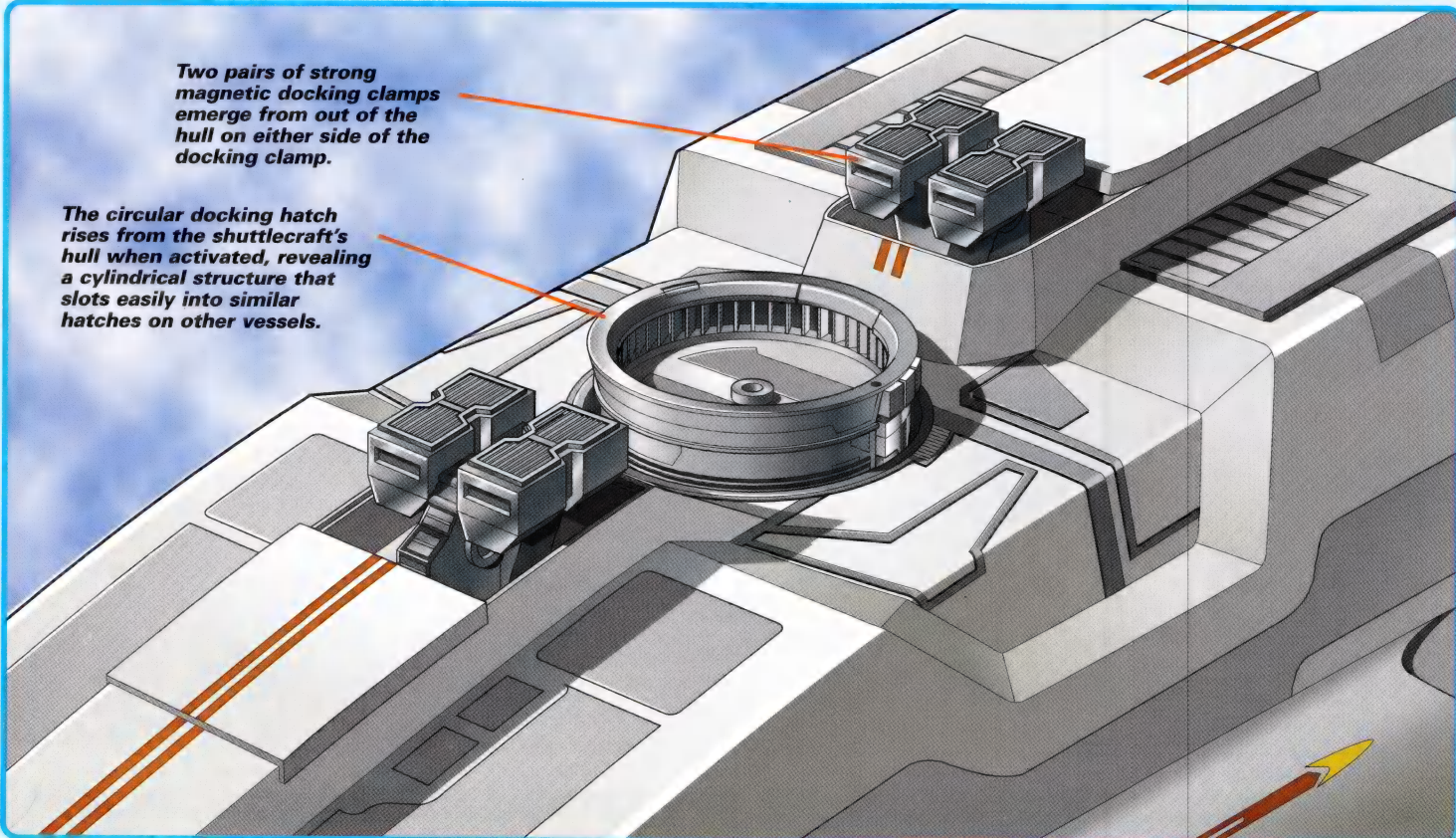
During normal flight, the docking clamps are hidden away underneath hatches.

When not in use, the docking hatch is depressed into the dorsal hull of the shuttlecraft.



Two pairs of strong magnetic docking clamps emerge from out of the hull on either side of the docking clamp.

The circular docking hatch rises from the shuttlecraft's hull when activated, revealing a cylindrical structure that slots easily into similar hatches on other vessels.



FILE 43 STARFLEET PERSONNEL

Ensign Robin Lefler

Robin Lefler quickly distinguishes herself in her duty aboard the *U.S.S. Enterprise NCC-1701-D*, but even this keen young ensign is unprepared for an insidious takeover of the ship's crew, in preparation for a Ktarian invasion of the Federation.

Starfleet is, by its nature, an elite organization. Only the best and brightest are chosen to study at **Starfleet Academy**, and only a select few of these can hope to serve on the **Federation** flagship. **Ensign Robin Lefler** is one of the more promising cadets, yet even aboard the *U.S.S. Enterprise NCC-1701-D* her aptitude and discipline impress her superior officers.

Robin's parents are both Starfleet plasma specialists. As they were the only ones in the sector with these skills, the family traveled a lot during Robin's childhood. This transient lifestyle, constantly moving from starbase to starbase, did not allow Robin to make many friends, and her parents were too busy to spare her time even when she needed them. As an adult, however, Robin looks back on her childhood not with bitterness, but with a subdued sadness.

Her loneliness and logical mind led Robin to create a series of 'laws' by which to live her life. Every time the young woman learns something essential she makes up a new law about it, so that she never forgets. The first was a reaction to the fact that she felt her parents were not there for her: "You can only count on yourself." By 2368, Robin has more than a hundred such laws. She espouses them with good humor, but still follows the principles earnestly.

Potential engineer

It was perhaps inevitable that a lonely little girl who thought of her **tricorder** as her first friend should go on to choose a career in engineering science. Upon graduating from Starfleet Academy, Robin is posted to the engineering staff of the *Enterprise*, working under **Chief Engineer Geordi La Forge**. She quickly grasps the challenge with both hands, performing her duties with

PROFILE ON ROBIN LEFLER

NAME: Robin Lefler

LIFE FORM: Human female

STATUS: Ensign, *U.S.S. Enterprise NCC-1701-D*

FAMILY: Robin's parents are Starfleet plasma specialists, who are often too busy to spend quality time with their only child.

CHILDHOOD: Robin endures a lonely childhood, moving across the sector with her busy parents. As an adult she remarks that she began to feel like a piece of luggage herself.

FIRST SEEN: "Darmok" [TNG]

From a lonely childhood, Ensign Robin Lefler emerges as a self-reliant and confident young woman. She graduates from Starfleet Academy to serve aboard the Federation flagship and soon impresses her superiors with her skill and initiative.



ENGINEERING ENSIGN



★ Good impression

The eager young Ensign Lefler makes a good first impression aboard the *U.S.S. ENTERPRISE* and swiftly earns herself more responsibility. Geordi La Forge promotes her to mission specialist.

★ Earning respect

Chief Engineer Geordi La Forge praises Lefler's "sensational" work to Commander Riker. The ensign modestly acknowledges his praise.

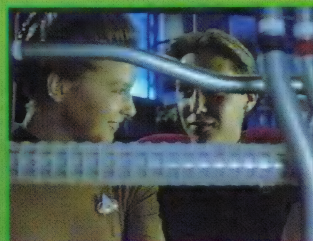


★ Academy grapevine

Before they first meet, Robin has already heard about Wesley's exploits from her academy friends.

★ Personal details

Robin embarrasses Wesley when she tells him that she even knows about his birthmark.



efficiency and determination. In her dealings with superior officers she is confident and impresses by getting the job done thoroughly and without fuss.

One of Robin's first major tasks, in early 2368, is assisting La Forge in modifying the *Enterprise* transporters. This forms part of an attempt to rescue the abducted **Captain Jean-Luc Picard** from the

planet **El-Adrel IV**. La Forge is evidently impressed with Robin's efforts – he describes her work as "sensational," and shortly afterward promotes her to a mission specialist. One of her duties in this new capacity is increasing available sensor bandwidth for a survey of the **Phoenix Cluster**, allowing more science teams to work at once. She figures out a way to do this by multiplexing the array.

Robin finds making friends as an adult easier than as a child, and through some of her acquaintances at the academy she learns

OTHER CARDS IN THIS FILE...

- 34 WESLEY CRUSHER
- 39 ENSIGN RO LAREN
- 41 NEELA DARREN
- 42 ENSIGN TESS ALLENBY

SEE OTHER FILES...

STAR TREK: THE NEXT GENERATION.....File 69

Ensign Robin Lefler



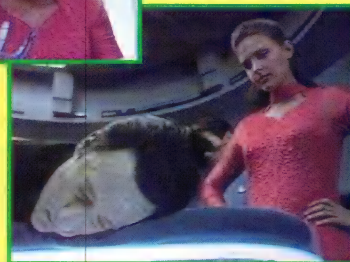
★ Dinner date

Robin and Wesley share dinner together in Ten-Forward, and find they have much in common.



★ Investigation

Robin helps Wesley to investigate a game brought back from Risa by Commander Riker.



★ Sabotage

The young engineer recognizes that the android Data has been deliberately deactivated.



★ Play-acting

The entire crew of the ENTERPRISE fall victim to the Ktarian tool. Wesley and Robin pretend that they too have succumbed to the game, in order to divert suspicion.

of a cadet called **Wesley Crusher**; she says his name has "come up" a couple of times. By the time they eventually meet in Main Engineering, during a visit to the *Enterprise* by Wesley, Robin already knows all about him, including a practical joke involving an **antimatter regulator** and chilli sauce that Wesley pulled on **Cadet Adam Martoni**. She even knows about his birthmark.

Robin and Wesley are birds of a feather. They are both scientifically and logically minded and in their own ways brilliant. When Robin breaks the ice by showing Wesley a way of manually calibrating the temperamental detectors, there is an instant spark between the two. He is obviously smitten by the attractive ensign, while she is playful and a little flirtatious. It is the start of a beautiful friendship.

Letting her hair down

Robin may take her work seriously, but she also knows how to relax. When she is offduty, she lets her hair down and usually wears bright pastel colors. She deals with social situations easily and comfortably, betraying little of the awkwardness she felt as a child. Like Wesley, however, she likes nothing better than to round off a dinner date by investigating something new in one of the science labs.

The young couple are intrigued by a game brought back from the vacation planet **Risa** by **Commander William T. Riker**. Robin initially dismisses Wesley's suspicions regarding the game, believing it to be a fad that will have passed by next week. When they examine the game's effects, however – by hooking it up to a medical computer acting as an

"My own personal laws. When I learn something essential, I make up a law about it. That way I never forget."

— Robin Lefler to Wesley Crusher

analog of a human user – the pair discover that it is psychotropically addictive and affects the frontal cortex, the area of the brain that controls higher reasoning. The game is actually a covert tool of invasion employed by the **Ktarians**.

As the entire *Enterprise* crew succumbs to the game, Robin works in conjunction with Wesley to find a remedy. Her diagnostic skills are invaluable in uncovering how the device works, and she also displays some knowledge of **Lt. Commander Data's** functions. The android is disabled early on to

prevent him interfering with the Ktarian plot, but Robin maps his neural network and deduces that his **positronic** links have been professionally cut.

Brave initiative

The enterprising ensign also accesses the ship's security tracking codes from Main Engineering to prevent the brain-washed crew from tracing Wesley Crusher. Robin eventually falls victim to the game herself, as does Wesley, but fortunately their efforts to reactivate Data allow the android

to break the game's hold on the senior officers.

After the situation is under control, Robin bids a fond farewell to Wesley; she says she wishes he was staying, and even gives him a hard copy of her laws as a parting gift. They are destined to remain good friends. The capable Ensign Lefler makes a good start to her career, helping to save the *Enterprise* and routing a Ktarian invasion of the Federation – something that no doubt helps her career prospects as much as her inherent talent and initiative.

LEFLER'S LAWS

Rules for living

Robin lives her life by a series of self-imposed laws, and often shares their wisdom with her friends. For example, when Wesley claims that Robin has a funny way of looking at conduit configuration aboard ship, Robin cites **Law 36** – "You gotta go with what works."

Law 46 states that "Life isn't always fair." Robin spouts this when Wesley learns that she knows all about him from her friends at Starfleet Academy, while he knows nothing about her. Robin uses **Law 91** – "Always watch your back" – to warn Wesley to be careful while investigating the Ktarian plot.

▶ Law 17

Law 17 states: "When all else fails, do it yourself." Robin puts this law into practice by suggesting that Wesley Crusher should calibrate the detectors manually rather than leaving it to the computer.



◀ Law 103

Law 103 states that "A couple of light years can't keep good friends apart." Wesley adds this law to Robin's when he must head back to Starfleet Academy after becoming involved with the young ensign for a short time.

Dr. Bashir and the Mutants

Dr. Julian Bashir's decision to befriend four genetically-enhanced psychiatric patients soon makes him realize how fortunate he is to be considered 'normal' despite his own artificially heightened abilities.

As a genetically enhanced human, Dr. Julian Bashir believes he may have a unique insight into the lives and troubles of four self-labeled mutants – Jack, Lauren, Patrick, and Sarina Douglas – who have lived most of their lives at a Starfleet psychiatric institute. He reads carefully through the reports prepared by Dr. Karen Loews, the group's primary psychiatrist, trying to get a grasp on their personalities before they are brought to *Deep Space Nine*, where they will spend several weeks under his care.

Upon their arrival aboard the space station, Bashir learns that Jack is clever, a little dangerous, manic, and quick to fly off the handle. Lauren oozes sexual energy and is ravenous in her approach to any male.

Patrick, the oldest, is easily cajoled into misbehaving, but is gentle and highly emotional. Sarina, a waif who never speaks, lives on the fringes of this eclectic group, unable to participate or communicate in a normal manner. All four have highly advanced mental abilities that, when working in tandem, are extremely impressive to behold.

Erratic behavior

After meeting the mutants, Bashir maintains his calm as Jack performs a backflip to prove his enhanced physical abilities, all the while grilling Bashir on his own enhanced abilities. Jack and Lauren toss rapid-fire questions at the doctor, which he answers succinctly. After a short conversation, Bashir departs their company a little bewildered by their random behavior and highly unusual thought patterns.

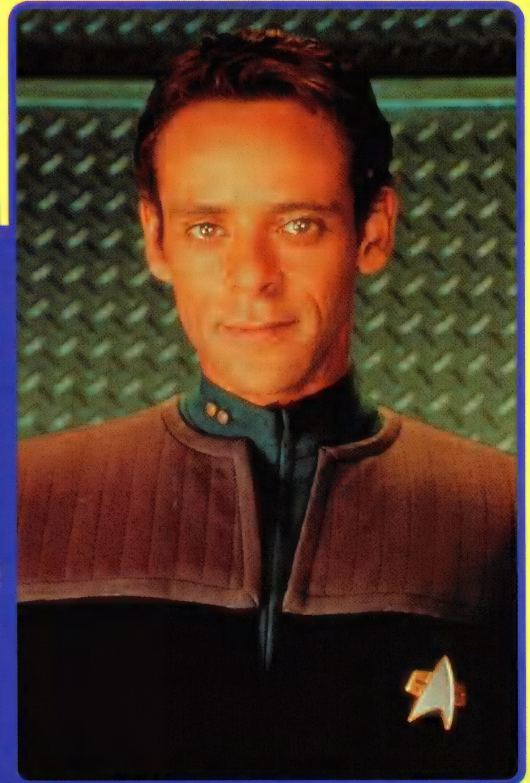
DR. BASHIR AND THE MUTANTS

THE DOCTOR: The genetically enhanced Dr. Julian Bashir hopes that he will fare better than other doctors in the treatment of the four institutionalized mutants.

THE PATIENTS: The brilliant but abnormal quartet of Jack, Lauren, Patrick, and Sarina have been institutionalized for most of their lives.

CURRENT STATUS: Sarina's condition is eventually cured, but the other mutants still cannot function in normal society.

FIRST SEEN [THE MUTANTS]: 'Statistical Probabilities' [DS9]



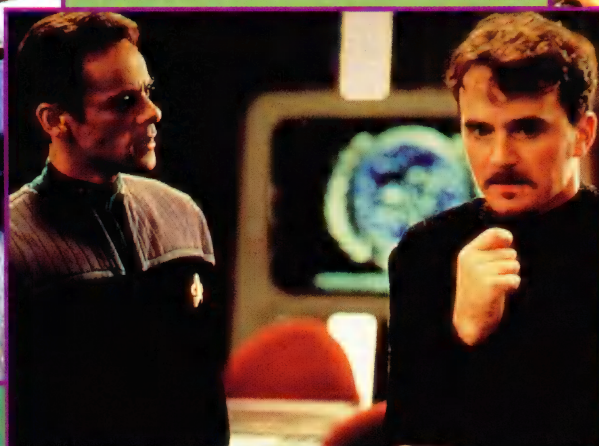
▲ Dr. Julian Bashir was genetically resequenced as a child, and as such he shares a special kinship with his mutant patients, Jack, Lauren, Patrick, and Sarina. He feels he is part doctor, part concerned older brother, and part soulmate to the extraordinary quartet.

SYMPATHETIC DOCTOR



★ **Kinship**
Dr. Julian Bashir hopes that his own genetic enhancement will give him greater insight into the four mutants' personalities.

★ **Puzzlement**
Bashir is both awed and puzzled by the brilliant but erratic mutant Jack.



★ **Flirtatious**
The beautiful and intelligent Lauren cannot resist flirting with the young, free, and single Bashir. Despite his empathy with the mutant's predicament, Julian makes sure the relationship stays strictly professional.

Dr. Bashir and the Mutants



★ Isolated

The mutant Sarina is the most isolated of Bashir's patients. She is quiet and withdrawn, and does not even interact with the other mutants.

★ Soulmate

In 2375, Bashir falls in love with Sarina, believing that she may well be the woman of his dreams.



"Why should they be excluded when their parents are the ones who broke the law?" — Dr. Julian Bashir

with the **Dominion**, and their **Cardassian** allies, Bashir is impressed. To keep them intellectually engaged, he gives the group access to computer files on Cardassia and the Dominion; they watch a recording of a peace talk conducted by **Weyoun** and **Gul Dukat** on *Deep Space Nine*, during which the Dominion asks for a new border to be established.

The mutants quickly surmise that the Dominion is really after a planet in the **Kabrel system**, whose fungi can be used to create an endless supply of the drug **ketracel white**. In appreciation of their efforts, the mutants are given further access to classified information on Starfleet's battle readiness. The doctor even wonders if perhaps the Federation will take on the four as an advisory team, delighted that others have discovered their worth.

Working with the mutants is a revelation to Bashir. For the first time in his life, he collaborates with people who can keep up with his own genetically enhanced brain. They all speak in shorthand to each other, finishing each other's sentences as if they are on the same wavelength. Bashir kept his own abilities secret for years, and finds the mutants' company simultaneously stimulating and relaxing.

Treasonous plans

Unfortunately, the group prove to be too smart for their own good. Based on countless scenarios, they conclude that Starfleet must surrender to the Dominion, or risk losing 900 billion lives in the ensuing blood bath. Needless to say, Starfleet is not too pleased with this recommendation.

To his credit, Bashir knows when to quit, accepting that every factor cannot possibly be accounted for, especially by people who think and

act in an unpredictable manner.

The mutants do not handle rejection so reasonably: in a bid to avert further bloodshed, they decide to divulge all of Starfleet's battle plans to the Dominion. Fortunately, Bashir and his colleagues are able to thwart this well-intentioned but treasonous plan. The quartet are returned to the Institute, and Bashir is left with the frustrating knowledge that although their mental abilities are prodigious, the mutants' behavioral problems may well be insurmountable.

A year later, the doctor comes up with a plan to help Sarina Douglas, whose problems stem from the fact that her cerebral cortex and

visual and auditory systems are out of sync with each other. Bashir hopes to stimulate the growth of new synapses in her thalamus to compensate for the problem. When medical technology proves insufficient to accomplish this goal, Bashir turns to Sarina's fellow patients for assistance, correctly surmising that if they cannot find a solution, nobody can.

New hope

Bashir and the mutants seemingly find a cure for Sarina's condition, and the doctor soon discovers himself treating a shy and enchanting young woman whose intellect matches his own. Bashir has always felt somewhat isolated by his genetic resequencing, and has long dreamed of meeting a woman who can keep up with his brilliant mind. The doctor is excited by the possibility

of a relationship with Sarina, but his hasty romantic overtures confuse and frighten her. Sarina is still trying to understand her new world; she has no idea what love is, although she is grateful to the doctor for his aid. Bashir realizes he needs to let Sarina go, so that she can discover the universe on her own terms, not his. It proves to be a painful parting for the young doctor. He finds returning Jack, Lauren, and Patrick to the institute equally painful, knowing that their conditions are beyond his abilities to cure. By removing Sarina from their midst, he has inalienably altered their lives too.

Moving on

Bashir's relationship with the mutants is a complex and difficult one, even though he has more insight and compassion into their condition than probably any other medical officer. He is both doctor and older brother to them, and while he genuinely wants to help them, he cannot ignore the fact that their genetic resequencing has placed them outside normal society and trapped them in an unjust world. It is likely that the sympathetic Dr. Bashir will keep in contact with all four patients for the remainder of their lives, in the hope that one day a cure can be found for their tragic condition.

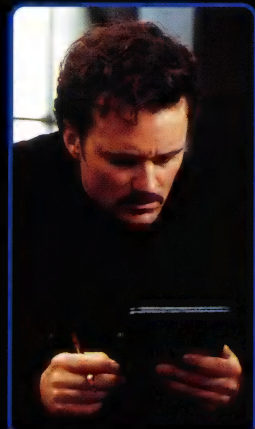
THE FOUR MUTANTS

Sins of the parents

As innocent infants, Jack, Lauren, Patrick, and Sarina were subjected to illegal and incompetent genetic resequencing, designed to heighten their physical and mental abilities. The abnormal side effects began to show before the age of six and, in order to get help for them, their parents had no choice but to come forward and admit to Federation authorities that they had broken the law. Unfortunately, only Sarina has so far shown any signs of recovery.

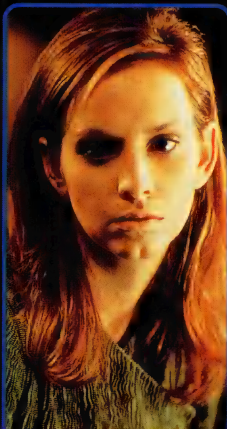
▼ Jack, the leader

The intellectual Jack is the ring leader of the group. His behavior can be unpredictable and – sometimes – even violent.



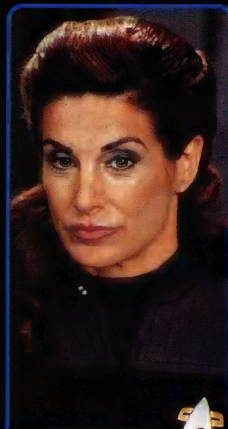
▼ Sarina

In 2375, Sarina Douglas responds well to new treatment and breaks away from her fellow patients.



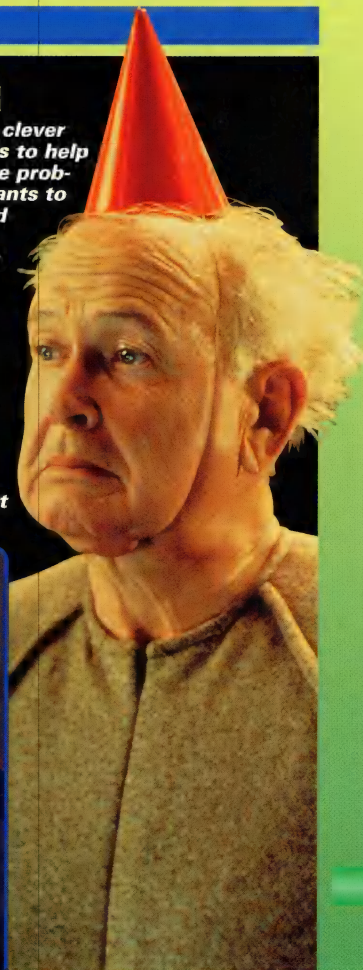
▼ Lauren

Lauren frequently wears a Starfleet uniform, though she would never be allowed to truly enlist in the organization.



▶ Patrick

The gentle, clever Patrick likes to help people solve problems. He wants to be liked and is easily upset when people are blunt with him.





FILE 48 KLINGON PERSONNEL

Kras

Klingon negotiator Kras appeals to the people of Capella IV by drawing parallels between their culture and the Klingon Empire. The Capellans see through his lies and manipulation, however, quickly realizing that this Klingon will break a promise as quickly as he makes it.

Considering the importance of battle in Klingon society, it may come as a surprise to find that even this warrior race needs skilled negotiators. During the mid-23rd century – a time of Klingon expansion and conflict with the **United Federation of Planets** – negotiators prove especially useful when dealing with cultures that are aligned to neither side; they can secure rights to resources, and get a foot in the door for future conquest.

In 2266, the Klingon Kras is sent to **Capella IV** to obtain mining rights to the mineral **topaline**. Kras is a good match for the planet's natives: he is a skilled communicator, able to highlight the similarities between **Capellan** and Klingon culture and use this to his advantage. There are many details he conceals from the Capellans,

however, and this duplicity leads to his downfall.

Kras is a gifted and intelligent speaker, a master of sarcasm. His words come easily, and his face is expressive. He has a knack for saying the right things to establish common ground with the listener, and is not afraid to argue his point. The Klingons could not have chosen someone with more skill.

Competition

The people of Capella IV welcome Kras warmly. Their warrior culture holds that only the strongest should survive, that combat is pleasurable, and that death should be feared less than dishonor. Kras is quick to see parallels between these beliefs and those of his own race, and to make the most of this.

The Klingon negotiator gains a foothold among the Capellans by dealing with **Akaar**, their **High Teer**. He

also secretly makes a deal with **Maab**, a warrior who aspires to command his people. Concluding an agreement with Maab's rebel faction, while still appearing to negotiate with the Teer, is just one sign of the Klingon's treachery.

Kras appears to take it in

his stride when the **U.S.S. Enterprise NCC-1701** arrives to negotiate on behalf of the Federation. He is certain that the decision will eventually go in his favor, and he does not regard the **Starfleet** crew as a serious threat.

Soon after the arrival of the *Enterprise*, Maab leads an uprising against the Capellans' legitimate leader,

Teer Akaar, which results in Akaar's death. It is unclear how much (if any) influence Kras has on Maab's decision to strike, although the outcome suits him. Since he has already made an agreement with the new leader – Maab – he feels certain that the mineral rights will be awarded to the Klingons, given the Capellans' reputation for

PROFILE ON KRAS

NAME: Kras

LIFE FORM: Klingon male

OCCUPATION: Negotiator

MISSION: Kras is assigned the task of negotiating mining rights with the people of Capella IV, a planet rich in topaline mineral deposits.

ALLIES: Kras approaches High Teer Akaar, the legitimate leader of the Ten Tribes of Capella IV, but also worms his way into favor with a rebel faction.

FIRST SEEN: 'Friday's Child' [TOS]



▲ *Kras is smug and arrogant, assuming that because the Klingon people are technologically advanced, they will be able to easily manipulate the primitive Capellans. He forgets that some races truly value honor above all else.*

CULTURAL CONTACT

★ False respect

Kras feigns respect and honor for the Capellans' customs, but really sees them as little more than fodder for the Klingons.



★ Safety in numbers

Kras joins the search for the deposed Teer's pregnant wife and her Starfleet rescuers, but is nowhere to be seen among the Capellan warriors when the real fighting breaks out.

★ The value of truth

Kras's assumption that Capellan honor is worth as little as his own costs him his life. He doubts the word of the former Teer's wife, Eleen, when she claims she has killed the Starfleet officers.



OTHER CARDS IN THIS FILE...

- 8 KOLOTH
- 9 KOR

SEE OTHER FILES...

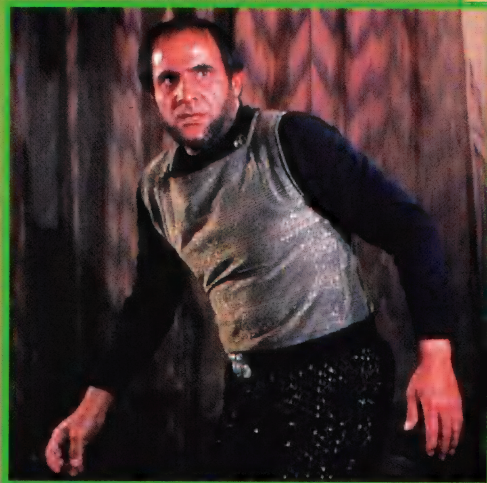
THE KLINGON EMPIRE.....File 11
OTHER GROUPS & RACES...File 18
STAR TREK:
The Original Series.....File 68



Kras

★ No respect for the warrior ethic

Kras is far more cowardly than one would expect of a Klingon. He displays obvious fear when confronted, and attempts to talk his way out of the situation.



honesty and honor.

At first, the Capellans are unaware of the treachery and deceit hiding behind Kras's smooth words. He trades on the fact that they have no idea that they are outmatched by Klingon technology, allowing them to believe that their strength might prevail. He readily surrenders his **communicator** and **disruptor** to the Capellans, safe in the knowledge that he is backed up by the might of a **Klingon Battle Cruiser** in orbit above the planet.

At heart Kras is a coward. He may appear to stand impassively when a young Federation security guard draws a **phaser** on him, but he does so knowing that as he is an honored guest, the armed Capellans will protect him. Later on, when Maab stages his uprising, Kras does not join the men he has incited. Deprived of the advantage of superior weaponry, Kras is a reluctant warrior. He secretly enters the Teer's tent to retrieve his confiscated weapons, but fails to locate them and is overpowered by **Captain James T. Kirk**.

When the Capellans, led by Maab, witness this scene, the balance of power shifts away from Kras. Kirk is obviously the victor, and even offers to fight the Klingon for the

Capellans' amusement.

The resulting fear on Kras's face is apparent. Despite all of the Klingon's fine rhetoric, his actions are not in keeping with the warrior spirit the natives value.

True colors

Kras is quick-thinking enough to regain some ground by appealing to the Capellans' sense of honor, and to the previously concluded agreement, but the natives have begun to regard him in a new, less favorable light. More than ever, Kras feels he needs his weapons to reestablish superiority. He gets his chance when he accompanies the Capellans on a search of the surrounding hills for Starfleet officers

"You and your primitive knives and weapons. I'll teach you what killing really means" — Kras to the Capellans

who have fled there with **Eleen**, the former Teer's young widow, in order to avoid her execution. During the pursuit, Kras secretly takes a phaser from the body of a man who has been killed in an ambush.

Ironically, this confidence in technology destroys him. A handmade arrow wounds Kras, but that does not concern him much. Armed with the stolen phaser, he turns against Maab. Refusing to accept Eleen's word that the Federation representatives have been

killed, he insists on confirming it and tries to force the Capellans into obeying him. Once he draws the phaser, he assumes that he is in command of the situation.

Final showdown

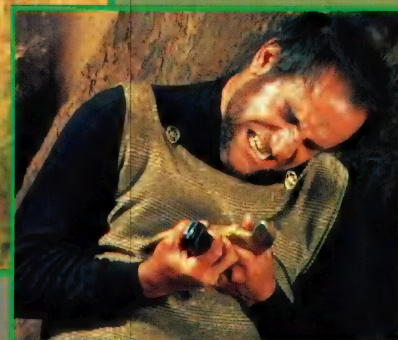
Kras's diplomatic words fall away, revealing the contempt he has for the Capellans. It becomes clear that he sees them only as primitive inferiors who are to be exploited. He forgets, however, that the Capellans are exactly the kind of

★ Spirited last stand

In spite of his earlier displays of cowardice, Kras is quick to raise arms when the chips are down.

★ Just deserts

Justice is finally served upon this treacherous Klingon. Kras murders Maab, but is killed in turn by a primitive Capellan weapon, the kligat.



warriors that he is not. When Maab raises his arms and seems about to attack, Kras has no qualms about firing at his former ally. He succeeds in killing the new Teer, but remains oblivious to an equally deadly threat. **Keel**, another Capellan warrior, throws a sharp, bladed **kligat** straight for the Klingon's heart.

Kras's death, and his acts of treachery, destroy any possibility of the Klingons obtaining the mineral rights to the planet, let alone establishing a doorway to their empire there. As the Klingons do not look kindly on failure, perhaps it is just as well that Kras dies carrying out his duties.

PUPPET RULERS

Slaves of the Klingon Empire

Throughout the 2260's, the Klingons attempt to conquer planets as much by cunning as by military conquest. The situation on Capella typifies their strategy of approaching local rulers under the guise of peace, while surreptitiously working behind the scenes to destabilize the local power base and manipulate the indigenous leaders. Kras's underhand dealings with Maab, the leader of a rebel faction, lend a legitimacy to the challenger's bid for power which Kras no doubt hopes will put the Capellan in his debt. Kras's plans to use Maab as a puppet ruler under the thumb of the Klingon Empire are thwarted when the Capellan realizes that Klingons are nowhere near as true to their word as his own people, and sides with the former leader's widow against Kras.



★ New conditions

Kras assumes that Maab's rise to power will be to his advantage, but the new High Teer has gained a fresh perspective and sense of responsibility. Maab is prepared to reconsider the deal.

★ Keeping it in the family

Kras is pleased to see Teer Akaar deposed, but fails to take into account that the usurper will have more respect for Akaar's widow than for the untrustworthy Klingon.



The Manheim Effect

Dr. Paul Manheim's determination to prove his radical theories on the nature of time leads him to ignore any safety considerations. This reckless gamble costs several of his colleagues their lives, and puts the very fabric of reality in danger.



Dr. Paul Manheim's experiments to prove his temporal theories nearly cost the scientist his life.

Dr. Paul Manheim is a highly respected scientist, considered by some to be a visionary. His work focuses on temporal theories and, since leaving the University of Paris in 2349, he has concentrated his efforts on non-linear time. In particular, he is interested in the relationship between time and gravity, but despite his exalted reputation, his radical theories fail to gain universal acceptance. In order to produce evidence supporting his concepts, Manheim assembles a team of scientists to look for locations suitable for his experiments.

Working outside of **Starfleet** and the **United Federation of Planets**, Dr. Manheim and his team spend more than two years looking for the perfect site; they eventually find it in the **Vandor star system**, which contains a B-class giant with companion pulsar.

Built to order

The construction of two high-security laboratory complexes on **Vandor IV** is made easier by the extraordinary properties of the planetoid itself, which contains a dynamic energy source within its center. Manheim and his team are able to harness the huge amounts of energy being released from this source, and link it to their labs. Additionally, the massive power given off by the nearby pulsar is also tapped and fed directly to the shielded work areas.

For many years, Manheim's theories – that all beings exist within infinite dimensions, controlled and separated by time – are not included in the **Starfleet** database. Manheim's work comes to light in 2364; the potentially catastrophic effects of his experiments are encountered by the crew of the **U.S.S. Enterprise NCC-1701-D**, after the ship responds to a distress call sent out from Vandor IV.

HARNESSING ENERGY

Natural supply Dr. Manheim designs technology to harness the energy created by the dense gravity of the **Vandor** pulsar, and focuses it using this energy fountain. A path to other dimensions is opened when the forcefields protecting the energy source come into alignment.

The energy stream itself is protected by strong forcefields.

The energy is channelled through this aperture from the very heart of the Vandor system's pulsar star.

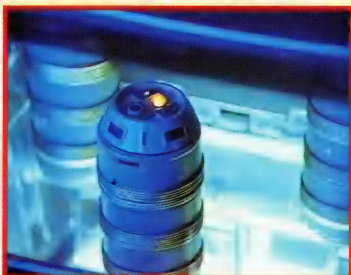
The Manheim Effect



▲ **Data's positronic brain is programmed to perceive time as a constant, which should protect him from disorientation.**



▲ **Inside Manheim's laboratory, Data must work quickly to prevent the damage to the time stream from increasing.**



▲ **The key to Data's success lies in tiny amounts of antimatter that can be released directly into the energy stream.**



▲ **Data holds the antimatter vial in place, waiting for the energy stream to activate so that the canister can be opened.**



▲ **Waves of time overlap close to the epicenter of the Manheim Effect, causing a number of Datas to appear.**

By changing the nature of time within his laboratory, Manheim opens a window to another dimension. The fact that the scientist keeps his wife safe in a heavily shielded protective area during his experiments suggests that he is fully aware of the potential danger, but believes he has taken enough precautions to localize the encroachment of other dimensions into normal reality.

Unfortunately, Manheim's attempts to identify and generate a gateway to his theorized other dimensions have a high price: one laboratory is completely destroyed with the loss of all staff, and Manheim is left drifting between realities. He is only made aware of the scope of what comes to be known as the **Manheim Effect** when he is treated by the *Enterprise's* **Dr. Beverly Crusher**.

Time twisters

In its most extreme form, the Manheim Effect causes movement between dimensions, leaving the traveler delusional and unable to decide which reality they exist within. Manheim's close proximity to the dimensional tear produced within his laboratory seriously affects his neurochemistry, giving him less than two days to live. The effect presents an even greater danger as it sweeps its way over thousands of light years from the Vandor IV epicenter, and is first experienced by the *Enterprise* crew before any contact is made with the scientist.

The Manheim Effect produces the short, exact repetition of a previous event, making movement appear slow and exaggerated. The event occurs without any kind of warning and does not register on ship's sensors. Computers are also affected, indicating that the phenomenon is not an illusion but occurs in real time.

A report from the captain of the nearby **U.S.S. Lalo NCC-43837** describes the experience as a "hiccup" in time, and when the farming colony on **Coltar IV** also confirms the phenomenon, it seems clear that the Manheim Effect is spreading. The first event reaches as far as the **Ilecom system**, and Dr. Manheim warns that a second, more pronounced event will follow unless a controlled shutdown of the experiment is carried out. Evidence of different time continuums are clearly present and, if not stopped immediately, the other dimension

will rip into the fabric of the Galaxy, causing a permanent alteration of reality.

The damage to reality can only be repaired when timed perfectly with the next distortional episode, a calculation carried out and executed by the *Enterprise's* **Lt. Commander Data**. The android officer's unique perception of time minimizes the potential for disorientation within Manheim's laboratory, and when the effect

occurs, the forcefields generated within the heavily shielded area align and create a clear path to the invading dimension. By introducing an amount of antimatter into the other dimension 27 seconds after the effect commences, a patch is created which effectively seals the gap between realities. This also reverses Manheim's decline, leaving him free to cautiously continue his investigation of extra-dimensional life forms.

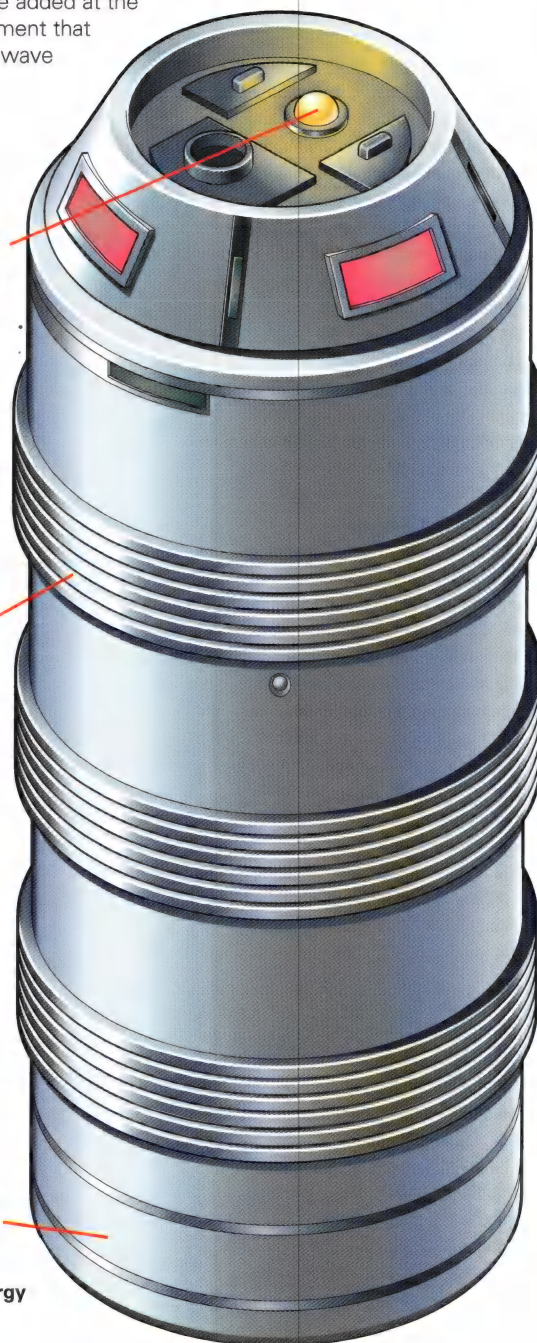
ANTIMATTER VIAL

Closure The only way to close the doorway to other dimensions is to add antimatter into the energy source. The amount of antimatter required is dependant on the amount of time distortion, and must be added at the precise moment that a distortion wave ripples out.

A small light monitors the progress of the procedure.

The tough outer casing of the vial ensures that no antimatter leaks out before the appropriate moment.

The bottom of the vial falls off to release the antimatter into the energy stream.





'Suspensions'

An experiment to test a revolutionary metaphasic shield ends in disaster when the pilot of the shuttle using the device is killed, and its inventor appears to commit suicide soon after. Dr. Beverly Crusher suspects foul play, and is prepared to risk her career to prove her point.

'SUSPICIONS'

"I'll see if I can arrange [a formal inquiry] for you. All you have to do is disobey orders, violate medical ethics, and cause an interstellar incident."

— Dr. Crusher to Guinan

Dr. Beverly Crusher is suspended from all duties aboard the **U.S.S. Enterprise NCC-1701-D** and ordered to attend a formal **Starfleet** inquiry to decide her fate. The events of the last few days show how she assembled a group of scientific experts to evaluate the work of a **Ferengi** scientist, **Dr. Reyga**, who claimed to have invented a shield that could withstand the massive forces of a star's corona. A team consisting of the human **Dr. Christopher** and his **Vulcan** wife **T'Pol**, **Klingon** expert **Kurak**, and **Jo'Bril**, a **Takaran** scientist, used an *Enterprise* shuttle to test the shield on the nearby sun of **Vaytan**.

Jo'Bril took the ship on its trial run, but got into difficulty and only just managed to pilot the shuttle back out of the sun. The **Takaran** was dead on arrival at sickbay, though neither Dr. Crusher nor **Nurse Alyssa Ogawa** could determine the cause of death.

Theories questioned

Chief Engineer Geordi La Forge suggested there may have been something inside the corona that Dr. Reyga had not accounted for. The angry **Ferengi** vowed to prove his theories correct, but Dr. Crusher ordered an end to the testing program.

Later, Reyga was found dead from an apparent suicide. Convinced he had been murdered, Crusher carried out an autopsy, a procedure that is illegal in **Ferengi** society. The **Ferengi** government lodged a formal complaint, which resulted in the doctor being suspended from duty.

Urged on by **Guinan**, Crusher continues her search for the murderer. On discovering evidence of sabotage, the doctor takes the experimental shuttle and flies it into the corona. Her success proves Reyga's theories.

Jo'Bril suddenly reappears; he had previously faked his own death, and admits it was he who killed Reyga. He planned to discredit the **Ferengi** and steal his invention so he could develop it as a weapon. After a struggle, Crusher kills the **Takaran** and pilots the shuttle back to the *Enterprise*, where she is fully reinstated to duty.

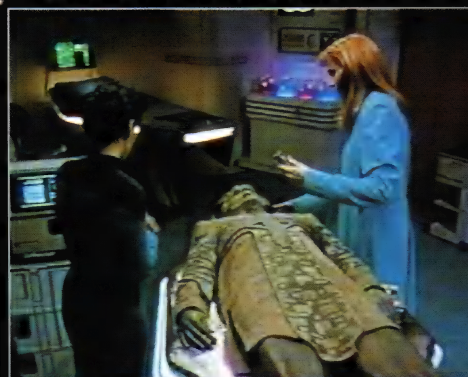
ON SCREEN...



1 There is much disagreement among the scientists gathered on the **U.S.S. ENTERPRISE**, at least some of which seems to be fueled by anti-Ferengi prejudice.



2 The **Takaran** scientist Jo'Bril volunteers to pilot the shuttle into the sun's corona. He experiences unexplained difficulties that appear to cost him his life.



3 Dr. Beverly Crusher and Nurse Ogawa can find no obvious cause of death. Crusher suspends further testing of the shields until the mystery is solved.



4 Soon after, Reyga is found dead. It appears that the discredited scientist committed suicide, but Dr. Crusher soon begins to suspect foul play.



5 The doctor questions the other scientists and puts her career on the line by performing an autopsy on Reyga. She continues her search for the truth even after she is suspended from duty.



6 Convinced that Reyga's work was sabotaged, Beverly pilots the shuttle back into the sun's corona. Her plan works — Jo'Bril is brought out of hiding, and Reyga's theories are proved correct.

STARSHIP FACTS

Takaranans can deliberately place themselves into physiostasis, a state which gives every external indication that they have died.



'Rightful Heir'

Worf's desire to explore his Klingon faith leads him to the fabled monastery on Boreth, just in time to witness a most remarkable occurrence: the second coming of the legendary Kahless, the warrior who founded the modern Klingon Empire.

'RIGHTFUL HEIR'

"Mr. Worf, your personal affairs are strictly your own concern until they interfere with the operation of this ship. You have now crossed that line. As your captain, I want to know exactly what is going on."

— Captain Picard

Aboard the **U.S.S. Enterprise NCC-1701-D**, Commander Riker finds Worf deep inside a ceremonial trance after the **Klingon** has failed to report for duty. Worf explains that he has been having a crisis of faith, and has been attempting to summon a vision of **Kahless**, the legendary founder of modern Klingon society. So far, he has been unsuccessful. A sympathetic **Captain Picard** grants Worf leave to journey to the monastery on **Boreth**, where the Followers of Kahless await the leader's fabled return.

On Boreth, Worf attempts to summon Kahless within the ceremonial lava caves and is astounded to see the legendary Klingon standing before him. **High Cleric Korothe** does not believe the prophesy has fulfilled itself, but Kahless recounts the story of how he forged the first **bat'leth** — a tale that has been kept secret from everyone but the clerics and Kahless, so that it can be used as a test for the warrior's return. Worf is still skeptical, but when he scans the self-proclaimed ancient leader with a **tricorder**, it appears that Kahless is genuine.

Spiritual guidance

As Kahless and Worf discuss the influence Kahless's return will have on the **Klingon Empire**, Worf becomes disturbed that Kahless seems to have serious gaps in his memory. **Gowron**, the leader of the **High Council**, is similarly skeptical. Worf urges Gowron to have some faith in their culture, but the chancellor is so sure that Korothe and the other clerics are staging a politically motivated attack on his position that he lunges at Kahless and is only just prevented from killing the legendary warrior.

Under duress, Korothe and another cleric, **Torin**, reluctantly admit that they created this Kahless through cloning technology. They genuinely believe the empire needs a powerful symbol like Kahless to help bring its people together. Worf convinces Gowron to allow the Kahless clone to become a ceremonial emperor and spiritual leader — as head of the High Council, the real power will remain with Gowron.

ON SCREEN...



1 When Worf fails to report for duty, a concerned Commander Riker visits the Klingon's quarters with two security personnel. They find Worf in a deep ceremonial trance.



2 Worf takes a sojourn at the Klingon monastery on Boreth and attempts to summon Kahless in the lava caves. He is amazed when the Klingon Empire's most legendary warrior appears before him, holding a bat'leth.



3 High cleric Korothe is apparently convinced that Kahless is the genuine article when the mythical Klingon correctly recites the tale of how he forged the first bat'leth sword.



4 After scanning Kahless with his tricorder, Worf still remains skeptical, and so challenges the living legend to a bat'leth duel. Worf's defeat convinces him that his opponent is the true Kahless.



5 High Chancellor Gowron is also skeptical about the second coming of Kahless. Worf has to restrain the chancellor from attacking the warrior.



6 It is eventually decided that Kahless's clone will be given the status of a ceremonial emperor and spiritual leader in order to unite the Klingon Empire.

STARSHIP FACTS

A Klingon legend, 'The Story of the Promise', tells how Kahless the Unforgettable vowed to one day return from Sto-Vo-Kor.



'Who Mourns for Morn?'

The sad news of Morn's demise brings with it a surprise for Quark: his favorite customer has bequeathed him his entire estate. Quark learns that Morn stashed away thousands of bars of gold-pressed latinum before his demise, but the Ferengi barkeep is not the only one on its trail.

'WHO MOURNS FOR MORN?'

"I thought he was just another customer passing through. Little did I know he would become such an important figure in my life ... in all our lives."

— Quark

Morn is away from *Deep Space Nine* on a prolonged business trip. Quark introduces a hologram of the Lurian sitting at the bar, but deactivates it when news arrives of Morn's apparent death. Quark hosts a wake, during which he suggests that the best way to remember Morn is to ensure his favorite bar stool is never vacant.

To Quark's surprise, he is bequeathed his favorite customer's entire estate. Despite an ostensibly successful shipping business, Morn apparently died broke, however; his total holdings amount to a few crates of rotting beets, a picture of a matador, and his bed – a mud bath. As Quark examines his new belongings, a seductive woman named Larell emerges from this mud bath. She claims to be Morn's ex-wife, and reveals that he stashed away a lottery win consisting of 1000 bricks of gold-pressed latinum.

Treasure hunt

Soon after, Quark is visited by a threatening pair of brothers who claim to be Morn's business associates and demand repayment on a loan, and also by a security agent who demands the return of 1000 strips of latinum, given to Morn as Crown Prince of Luria. Quark traces Morn's latinum to a bank security box; when all the interested parties accidentally meet, it is revealed that the latinum is actually the proceeds from a robbery, the statute of limitations on which has just expired. Quark's new acquaintances were Morn's partners in crime. A gunfight develops between the thieves, resulting in their arrest by Odo's security forces.

On checking the delivery, Quark discovers that the latinum has been removed. He returns to the bar where he is stunned to see Morn, alive and healthy, arriving to take his place on his regular barstool. Quark has been set up – Morn correctly guessed that the Ferengi's baser instincts would keep his former partners off balance until they could be arrested. Quark feigns indignation, then inquires as to the location of the latinum – Morn regurgitates an amount from the safe keeping of his second stomach, and gives it to the grateful, ever-greedy barkeep.

ON SCREEN...



1 Quark's bar hosts a wake for Morn, the Ferengi barkeep's favorite customer. It is believed that the Lurian has been killed when his ship is reported lost in an ion storm.



2 A beautiful woman emerges from a mud bath in Morn's quarters and claims to be his ex-wife. She believes he has a large amount of latinum hidden away somewhere.



3 Two brothers are also on Morn's trail. They claim the Lurian owed them 1000 strips of latinum, which he had borrowed off them as a business loan.



4 Quark and Larell, the brothers, and a security agent who is also after Morn's hidden riches, come face to face outside the safe deposit box containing Morn's latinum.



5 To the horror of all the parties, it transpires that Morn's gold-pressed latinum is nothing more than empty blocks of worthless gold dust.



6 Soon after Morn's former partners are arrested, the Lurian reappears; he faked his own death. The latinum is safe and sound – Morn keeps it in his second stomach.

STARSHIP FACTS

Quark explains that Morn has a talismanic presence – bar turnover drops during his absence.

'One Little Ship'

A subspace anomaly miniaturizes the *U.S.S. Rubicon NCC-72936* and its crew. The tiny Starfleet personnel are able to use this to their advantage when they need to remain hidden from Jem'Hadar soldiers who have taken control of the *U.S.S. Defiant NX-74205*.

Dr. Julian Bashir, Commander Jadzia Dax, and Chief Miles O'Brien take the *Runabout U.S.S. Rubicon NCC-72936* into a rare subspace compression anomaly, fully aware that this will result in a miniaturization process. Conditions restrict communications with the monitoring *U.S.S. Defiant NX-74205*, and also mask the arrival of a *Jem'Hadar Warship*. The element of surprise enables the *Jem'Hadar* to board the *Defiant* with ease.

During the conflict, the tractor beam linking the *Rubicon* to the *Defiant* is disabled, but the *Runabout* crew are able to track the *Defiant's* transponder signal and use it to home in on the ship. They are, however, distressed to discover that they – and their *Runabout* – remain mere centimeters tall.

To the rescue

The tiny vessel enters the *Defiant* via the larger ship's plasma ducts, and the trio soon discover the occupying Jem'Hadar. The *Defiant* bridge officers have been ordered to repair their ship's damaged warp drive; if they do not, the other crew members will be executed. Captain Benjamin Sisko cooks up a plan to transfer control of the *Defiant* from the bridge to the engine room; Dax and O'Brien, observing everything from a hidden vantage point, realize the captain's plan is doomed to failure, but work out that they should be able to release the transfer lockout codes and ensure success from the bridge.

Dax transfers O'Brien and Bashir inside the necessary circuit housings, and they override the lockouts, transferring control to the engine room. The miniature *Rubicon* then provides a distraction, enabling the crew to overcome the Jem'Hadar. Sisko regains control of the *Defiant*, and the *Rubicon* is sent back into the anomaly to reemerge via the original point of entry. This time, the theory works, and the little ship and crew are successfully restored to their original size.

STARSHIP FACTS

The *U.S.S. Defiant* crew exploit a rift between the Jem'Hadar. The Second, a Gamma Quadrant Jem'Hadar, has recently been demoted; his confident Alpha Quadrant successor is not inclined to listen to his advice.

CAPTAIN'S LOG

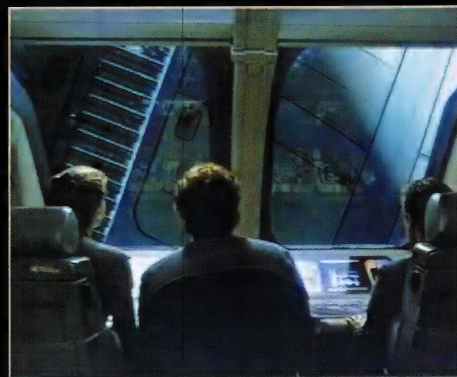
STARDATE: 51474.2

"The *DEFIANT* has been ordered to investigate a rare subspace compression phenomenon recently discovered in Federation space. Three of my officers are taking a *RUNABOUT* into the anomaly's vortex."

ON SCREEN...



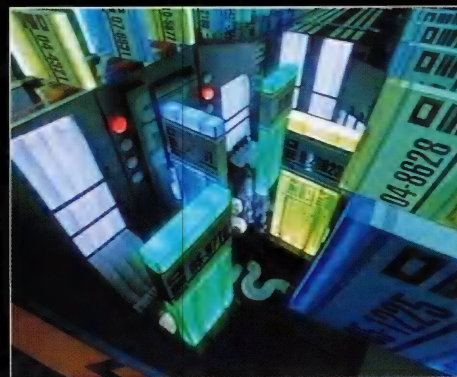
1 Bashir, Dax, and O'Brien explore a compression anomaly, unaware that the *U.S.S. DEFiant* has come under attack from the crew of a *JEM'HADAR WARSHIP*.



2 The *RUNABOUT* crew find their way back to the *DEFiant*, but are shocked to discover that although they have left the anomaly, they remain miniaturized.



3 Captain Sisko devises a plan to retake control of the ship, but the *RUBICON* crew realize he has insufficient time in which to complete it.



4 Taking matters into their own hands, the diminutive *RUBICON* crew make their way to the bridge, where Bashir and O'Brien beam inside the ship's circuitry.



5 Their task complete, the *RUNABOUT* crew return to Engineering, where they distract the Jem'Hadar, giving Captain Sisko the opportunity to regain control.



6 Back on *DEEP SPACE NINE*, the mischievous Quark and Odo tease their friends by claiming that they look a few centimeters shorter than they used to.

S continued

Sobras system

This solar system in the **Delta Quadrant** was the site of numerous hostilities between the **Trabe** and the **Kazon**. In 2372, a planned peace gathering between the two forces on the planet **Sobras** was in fact a Trabe ambush. **Takrit** mercenaries operated throughout this system. (*Starship Log: 'Alliances'* [VOY]) **SEE FILES 18, 71**

Sofin, Brian

This **Starfleet** officer served aboard the **U.S.S. Equinox** under the command of **Captain Ransom**. Sofin was stripped of his rank and allowed to join the crew of the **U.S.S. Voyager NCC-74656** after the **Equinox** was destroyed in 2376. (*Starship Log: 'Equinox', Part II* [VOY]) **SEE FILES 31, 71**

Soh-chlm

This **Klingon** word is the legal term for someone who replaces a child's parent. **Worf** selected **Deanna Troi** to be **Alexander's** Soh-chlm. Troi therefore became Worf's legal stepsister, and **Lwaxana** his stepmother. (*Starship Log: 'Parallels'* [TNG]) **SEE FILES 11, 43, 48, 69**

soil reclaimators

This **Bajoran** equipment was able to repair farmland that was poisoned by the retreating **Cardassian** occupational forces. **Kai Winn's** attempt to reassign soil reclaimators first promised to farmers in the **Dahkur Province** prompted **Shakaar** to stand against her for the post of **First Minister** in 2371. (*Starship Log: 'Shakaar'* [DS9]) **SEE FILE 70**



Sojan

This male **Ba'ku** lived on the **Ba'ku colony world** in the **Briar Patch** with his son, **Artim**. In 2375, Sojan was a prominent member of the small, but long-lived colony, and accepted the help of **Captain Jean-Luc Picard** in an effort to protect their world from the **Son'a**. (*Starship Log: Star Trek: Insurrection*) **SEE FILES 58, 80**

▲ Sojan was a good friend of **Anij**, and acted as one of the **Ba'ku colony's** spokesmen and leaders. He remained calm when captured by the **Son'a**.

"Sokath! His eyes uncovered!"

This variant on the **Tamarian** phrase "Sokath! His eyes open!" indicated a revelation, or new understanding. (*Starship Log: 'Darmok'* [TNG]) **SEE FILES 18, 69**

Solais V

This planet, in the **Solari** star system, saw the end of 1500 years of domestic wars in 2365, thanks to the mediation of **Riva**. In 2371, **Kasidy Yates** took **duridium** to Solais V. (*Starship Log: 'Loud as a Whisper'* [TNG]; 'The Adversary' [DS9]) **SEE FILES 58, 69, 70**



▲ Solanagen-based life forms stole sleeping **U.S.S. ENTERPRISE NCC-1701-D** crew members for experiments. The **Starfleet** officers were returned to the ship before they awoke, and retained only vague, dreamlike memories of their ordeal.

solanagen-based entities

These subspace-dwelling life forms had a molecular structure which was based on solanagen. In 2369, they formed a bubble of normal space in their universe in order to study crew members abducted from the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log: 'Schisms'* [TNG]) **SEE FILE 69**

solar neutrinos

Spinning, subatomic particles. In 2370, **Jadzia Dax** discovered that 80 percent of solar neutrinos rotated in the same direction whenever **Martus Mazur's** gambling machine was operating, instead of half clockwise, and half counter-clockwise. (*Starship Log: 'Rivals'* [DS9]) **SEE FILE 70**

solar plasma ejection

This name is given to an eruption of superheated gas from a star. In 2370, **Ensign Taitt** destroyed a **Borg** ship with an induced solar-fusion upsurge. **General Martok** eliminated a **Dominion** shipyard by utilizing a similar technique in 2375. (*Starship Log: 'Descent', Part II* [TNG]; 'Shadows and Symbols' [DS9]) **SEE FILES 69, 70**



▲ Even the advanced technology of the **Borg** cannot withstand the superheated forces of a star. In 2369, **Lore's BORG VESSEL** was destroyed by a solar plasma ejection.

solar stills

Chakotay suggested making this simple water-collecting device in 2373, when the crew of the **U.S.S. Voyager NCC-74656** were stranded on **Hanon IV**. The solar still was constructed using remnants of the late **Hogan's** uniform. (*Starship Log: 'Basics', Part II* [VOY]) **SEE FILE 71**

Solari

SEE Solais V

Solarion IV

This world in the **Solarion** system was located near **Cardassian** territory. In 2368, a **Federation** settlement on Solarion IV was the victim of ongoing hostilities between the **Cardassians** and the **Bajorans**. (*Starship Log: 'Ensign Ro'* [TNG]) **SEE FILE 69**

Sobras system
Sofin, Brian
Soh-chlm
soil reclaimators
Sojan
"Sokath! His eyes uncovered!"
Solais V
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solar neutrinos
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solar stills
Solari
Solarion IV
Solhor
solids
Solis, Vodek
Solis, Lieutenant J.G.
soliton wave
Solkar
Solok, Captain
Solok, DaiMon
Solosos III
Somak, Professor
Somata oil
somatophysical failure
"Something for Breakfast"
somnetic inducer
Sompek, Emperor
Son'a



▲ The inhabitants of the planet **Solais V** finally achieved peace in 2365, when **Riva**, the renowned mediator, negotiated a truce between the two warring factions.



▲ The gambling units used by **Martus Mazur** in his establishment on **DEEP SPACE NINE's Promenade** caused a high number of solar neutrinos to flow in a single direction, rather than the usual balanced flow.



Solbor This elderly **Bajoran** cleric served as **Kai Winn's** assistant. When Solbor learned of Winn's complicity with the **Pah-wraiths** in 2375, she murdered him, despite claiming that she regretted the action. Solbor's blood dripped onto the blank pages of the **Kosst Amojan**, causing the secret text to appear. (*Starship Log: 'Till Death Do Us Part'* [DS9])

SEE FILES, 47, 70

▶ **Solbor was uneasy with Kai Winn's interest in forbidden texts, and resented her relationship with the disguised Gul Dukat.**



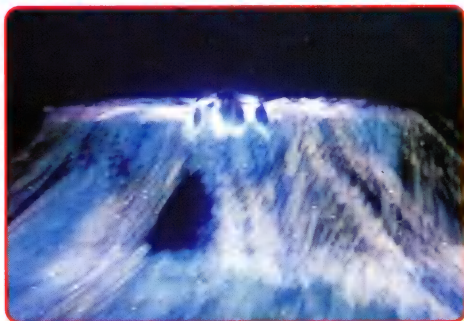
solids Changelings use this term to describe non-shapeshifters. The **Founders** were persecuted by solids, leading to paranoia and mistrust. **Odo's** punishment for killing a shapeshifter was to be made solid. (*Starship Log: 'The Search', Part II* [DS9]) SEE FILES 16, 43, 58, 70

Solis, Vedek This **Bajoran** holy man was soliciting for donations on **Deep Space Nine's Promenade** in aid of Bajoran flood victims in 2374. **Odo** incurred **Kira's** wrath by arresting Solis for fundraising without a permit. (*Starship Log: 'Tears of the Prophets'* [DS9]) SEE FILE 70

Solis, Lieutenant J.G. This male junior officer was unexpectedly assigned to the conn station when **Geordi La Forge** was commanding the **U.S.S. Enterprise NCC-1701-D** in 2364. Solis continued working at the same position on the ship's battle bridge. (*Starship Log: 'The Arsenal of Freedom'* [TNG]) SEE FILE 69

soliton wave

This power surge maintains cohesion as it travels through space. In 2368, an artificial soliton wave successfully pushed a starship to faster-than-light speeds, but the process was declared impractical. In 2371, **Cardassian** scientists experimented with soliton pulses as a communications carrier wave through the **Bajoran wormhole**. (*Starship Log: 'New Ground'* [TNG]; *'Destiny'* [DS9]) SEE FILES 64, 69, 70



▶ **The soliton wave appeared as an undulating white energy beam that seemed to flow through space like water.**

Solkar This **Vulcan** male was the great-grandfather of **Spock**. Solkar was the father of **Skon**, and grandfather of **Sarek**. (*Starship Log: Star Trek III: The Search for Spock*) SEE FILES 8, 43, 45, 74

Solok, Captain This **Vulcan Starfleet** officer was the captain of the **U.S.S. T'Kumbra**. **Benjamin Sisko** attended **Starfleet Academy** with the Vulcan, who repeatedly used him as an example of uncontrolled human emotion. Sisko finally learned to ignore Solok's taunts following a baseball game against his Vulcan team in 2375. (*Starship Log: 'Take Me Out to the Holosuite'* [DS9]) SEE FILES 31, 70

Solok, DaiMon This disreputable **Ferengi** trader was based on **Torman V**. **Beverly Crusher's** promise of gratitude induced Solok to covertly transport her, **Captain Picard**, and **Worf** to **Celtris III** in **Cardassian** space. (*Starship Log: 'Chain of Command', Part I* [TNG]) SEE FILE 69

▶ **Beverly Crusher used the Ferengi technique of oo-mox – stroking the lobes – to sweet-talk DaiMon Solok.**



Solosos III This planet in the **Demilitarized Zone** was the site of a **Maquis** colony. **Captain Sisko's** response to **Michael Eddington's** biogenic weapons attack on a **Cardassian** planet in 2373 was to scatter **trilithium resin** in Solosos III's atmosphere. (*Starship Log: 'For the Uniform'* [DS9]) SEE FILES 18, 70

Somak, Professor SEE Moral and Ethical Issues of Command

Somata oil In the **mirror universe**, Somata oil is a massage aid. When the **Intendant** wanted a guard to massage her shoulders in 2374, she suggested that warm Somata oil would make the experience more pleasant. (*Starship Log: 'Resurrection'* [DS9]) SEE FILE 70

somatophysical failure This term is applied to the breakdown of every major system in the human body. **Captain Picard** went into somatophysical failure after the **Kataan probe's** nucleonic beam was temporarily cut. Restoring the beam stopped the failure. (*Starship Log: 'The Inner Light'* [TNG]) SEE FILE 69

'Something for Breakfast' The title of a play written by **Dr. Beverly Crusher**, in which she cast **Captain Picard** in a minor role. When the **U.S.S. Enterprise NCC-1701-D's** computers malfunctioned in 2369, Crusher discovered that the text for the play was missing. (*Starship Log: 'A Fistful of Datas'* [TNG]) SEE FILES 43, 69

somnetic inducer This medical instrument can send the human brain to sleep. The somnetic inducer is a small cortical pad, like the one given to **Geordi La Forge** in 2367, and must be placed near the bed in order to function. (*Starship Log: 'The Mind's Eye'* [TNG]) SEE FILE 69

Sompek, Emperor This **Klingon** led 10000 troops to victory in a lengthy fight that allowed them to capture the city of **Tong Vey**. After his victory, Sompek ordered the city burned and its occupants killed. (*Starship Log: 'Rules of Engagement'* [DS9]) SEE FILES 11, 70

Son'a This group of former **Ba'ku**, led by **Ro'tin** and **Gal'na**, were exiled from the **Ba'ku colony world** in the **Briar Patch** after a failed coup in the 23rd century. In the years that followed, the group renamed themselves the Son'a, and set about conquering two primitive races, the **Tarlac** and the **Ellora**. In 2375, the Son'a returned to their former home in cooperation with **Starfleet**, in an effort to capture the rejuvenating properties of the colony world's **metaphasic radiation** and revive their failing bodies. (*Starship Log: Star Trek: Insurrection*) SEE FILES 18, 58, 80



▶ **Son'a leaders Ahdar Ru'af and Subahdar Gallatin were formerly known as Ro'tin and Gal'na.**



S continued

Son'a outpost

This **ketracel white** manufacturing facility was located on the planet **Devos II**. In 2375, **Weyoun** reallocated ships that **Damar** had ordered to hunt the **U.S.S. Defiant NX-74205**, in an effort to protect the Son'a outpost. (*Starship Log*: 'Penumbra' [VOY]) **SEE FILES 18, 71**

Son'a spacecraft

During their years in exile, the Son'a developed a number of starships, including the **Son'a Mission Scout Ship** and the **Son'a Battleship**; these vessels had capabilities equal to those of the **U.S.S. Enterprise NCC-1701-E**. Within these ships, considerable resources were devoted to Son'a enhancement facilities to rejuvenate their failing bodies. **Son'a shuttles** had the ability to release drones which could fire **isolinear tags**. The massive **Son'a Collector Ship** was created to rob the **Ba'ku colony world** of its lifegiving **metaphasic radiation** particles. (*Starship Log*: *Star Trek: Insurrection*) **SEE FILES 18, 40, 65, 80**



▲ The massive yet graceful SON'A COLLECTOR SHIP dwarfed other Son'a starships which were themselves impressive feats of engineering.

Sonak, Commander

This young **Vulcan** science officer died in 2271, while beaming aboard the **U.S.S. Enterprise NCC-1701**. Sonak had been handpicked by **Admiral James T. Kirk** to serve on the vessel. (*Starship Log*: *Star Trek: The Motion Picture*) **SEE FILES 8, 21, 72**

Sonchi ceremony

This **Klingon** legal procedure authenticates the death of the leader of the **High Council**. Sonchi means, literally, "He is dead." In 2367, **Captain Picard**, **Duras**, and **Gowron** used **painstiks** and taunts to confirm **K'mpec's** death. (*Starship Log*: 'Reunion' [TNG]) **SEE FILES 11, 48, 69**

'Song of the Sages'

This **Takarian** saga foretells the arrival from the sky of godlike beings. Two lost **Ferengi**, **Arridor** and **Kol**, were accepted as the prophesied Sages, and began to take advantage of the Takarians' good will. (*Starship Log*: 'False Profits' [VOY]) **SEE FILES 14, 18, 71**

Songi, Chairman

This female humanoid was in a position of authority on **Gamelan V** in 2367, when a highly radioactive ship approached her planet. Songi broadcast a request for help that was answered by the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log*: 'Final Mission' [TNG]) **SEE FILES 40, 69**



▲ In an alternate timeline, certain descendants of the U.S.S. DEFIANT NX-74205 crew set themselves up as a Klingon sect, even though few of them actually had any Klingon blood.

sonic disruptor

This general-issue weapon was carried by soldiers on **Eminiar VII** in 2267. **Spock** used such a device to rescue **Captain Kirk**, and disable the disintegration chambers that were used to put to death those who were declared casualties of war. (*Starship Log*: 'A Taste of Armageddon' [TOS]) **SEE FILE 68**

sonic separator

This surgical tool was used in medical procedures on the planet **Sigma Draconis VI**. In 2268, **Dr. McCoy** used a sonic separator and **trilaser connector** to reinstall **Spock's** brain after it had been stolen. (*Starship Log*: 'Spock's Brain' [TOS]) **SEE FILES 18, 68**

sonic shower

This device uses sound waves instead of water to cleanse the body. **Wesley Crusher's** **Starfleet Academy** classmate reprogrammed his sonic shower to spray mud. A high-pitched sonic shower temporarily diminishes the male libido. (*Starship Log*: *Star Trek: The Motion Picture*; 'The Game' [TNG]; 'If Wishes Were Horses' [DS9]; 'Resolutions' [VOY]) **SEE FILES 69, 70, 71, 72**

sonodanite

This material was used to construct **Dirgo's** shuttlecraft, the **Nenebek**. **Data** believed that readings consisting of sonodanite, **ermanium**, and **duranium** indicated debris from the **Nenebek**, which was carrying **Captain Picard** and **Wesley Crusher**. (*Starship Log*: 'Final Mission' [TNG]) **SEE FILE 69**

Sons of Mogh, The

In an unrealized timeline, some native **Gaians**, who were descended from the survivors of the crashed **U.S.S. Defiant NX-74205**, adopted a **Klingon** lifestyle and called themselves 'The Sons of Mogh.' Some of the group were descended from **Worf**, but most were human. (*Starship Log*: 'Children of Time' [DS9]) **SEE FILES 18, 70**

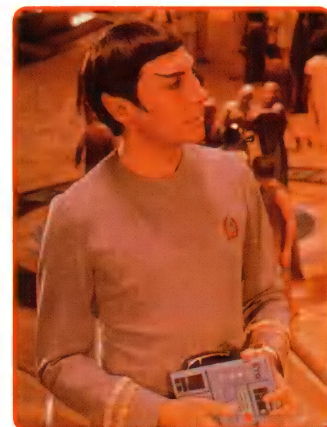
Sonya

This woman was the wife of **Bernardo**, an officer of the **Sanctuary District** police force in 2024. Sonya and her husband shared a home with their children near San Francisco. (*Starship Log*: 'Past Tense', Part I [DS9]) **SEE FILE 70**

soo-lak

This **Vulcan** word describes someone who shows disrespect to another by downplaying or dismissing that person's concerns. (*Starship Log*: 'Alter Ego' [VOY]) **SEE FILES 8, 71**

Son'a outpost
Son'a spacecraft
Sonak, Commander
Sonchi ceremony
'Song of the Sages'
Songi, Chairman
sonic disruptor
sonic separator
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sonodanite
Sons of Mogh, The
Sonya
soo-lak
Soong, Dr. Julian
Soong, Dr. Noonian
Sorad, Vedek
Soral
Sorran, Dr. Tolian
Soren
sorium
Sorn
Sorvel, Commander
Sotarek Citation
Sothis III
Soto
Soukara
Sovak
Sovereign class
Sowee TAH



▲ Commander Sonak had been assigned as science officer on the U.S.S. ENTERPRISE NCC-1701 in 2271, but was tragically killed in a transporter accident.




▲ Following Ilia's abduction by V'Ger, an identical probe of her was returned to the U.S.S. ENTERPRISE NCC-1701, appearing on the starship in a sonic shower.



Soong, Dr. Juliana SEE Tainer, Dr. Juliana

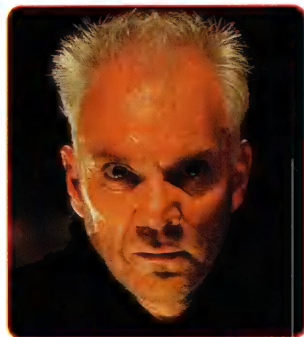
Soong, Dr. Noonien This idiosyncratic genius developed the **positronic brain**, but took its secrets to his grave when he was killed by his first android. **Soong-type androids**, such as **Data** and **Lore**, are classified as life forms. Soong also created an operational emotion chip. (*Starship Log*: 'Datalore' [TNG]) **SEE FILES 44, 55, 69**


 **Dr. Noonien Soong was a genius in the scientific fields of cybernetics and positronics. He died in 2367.**



Sorad, Vedek This **Bajoran** priest accompanied **Minister Rozahn** to **Deep Space Nine** to tell **Haneek** that the **Skrreean**'s petition for colonization would not be granted. Sorad and Rozahn hoped a personal meeting would soften the blow. (*Starship Log*: 'Sanctuary' [DS9]) **SEE FILES 18, 70**

Soral This **Vulcan** tenor's interpretation of Puccini's Rudolpho, opposite **T'Penna**'s Mimi, was considered to be a definitive performance. The **U.S.S. Voyager NCC-74656**'s **EMH** studied Soral's work. (*Starship Log*: 'The Swarm' [VOY]) **SEE FILES 56, 71**



 **Dr. Tolian Soran's obsessive interest in the nexus led him to forge an ill-fated alliance with the Duras sisters.**

Soran, Dr. Tolian This **El-Aurian** scientist lost his entire family to the **Borg** in the 23rd century. Soran was rescued by the **U.S.S. Enterprise NCC-1701-B**, along with 46 other refugees, when the transport ship **S.S. Lakul** was caught in the **nexus energy ribbon** in 2294. Following this encounter, Soran was willing to do anything to return to the nexus, even if it meant sacrificing countless lives. He was stopped by captains **James T. Kirk** and **Jean-Luc Picard** in 2370, in a confrontation which cost both Soran and Kirk their lives. (*Starship Log*: *Star Trek: Generations*) **SEE FILES 5, 43, 53, 78**

Soren This androgynous **J'naii** pilot confessed to female gender leanings during a rescue mission with **William Riker**, toward whom 'she' developed romantic feelings. In 2368, after **psychotectic** treatment, Soren lost interest in Riker and in being female. (*Starship Log*: 'The Outcast' [TNG]) **SEE FILES 18, 43, 58, 69**

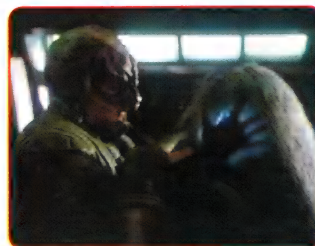
sorium This component was found in a **Ferengi** locator bomb that was tuned to **Quark**'s pheromones. **Odo** detected sorium and **argine** traces simply by looking at the color near the impact perimeter. (*Starship Log*: 'The Nagus' [DS9]) **SEE FILES 60, 70**

Sorm This humanoid was one of **Draim**'s hired thugs. Sorm and his partner, **Traidy**, murdered the **Idanian Tauvid Rem** in his quarters on **Deep Space Nine**. They also nearly killed **Arisa** after securing her **data crystal** for the **Orion Syndicate**. (*Starship Log*: 'A Simple Investigation' [DS9]) **SEE FILES 66, 70**


Sorval, Commander This name was supplied by **Worf** to a curious **Klingon** guard. He claimed that the commander was a **Son of M'tokra**. The guard was questioning **Worf** and **Kurn**'s presence on the **I.K.S. Drovna**. (*Starship Log*: 'Sons of Mogh' [DS9]) **SEE FILE 70**

Sotarek Citation This **Romulan** recognition of military excellence was awarded to **Commander Toreth**, after she emerged victorious from a surprise **Klingon** attack. Toreth had been outnumbered, but successfully defended her fleet, and personally destroyed the Klingon flagship. (*Starship Log*: 'Face of the Enemy' [TNG]) **SEE FILES 49, 69**

Sothis III The name of the **Satarran** homeworld. The Satarrans are one of the few intelligent life forms not intrigued by a good mystery, according to **Professor Richard Galen**. (*Starship Log*: 'The Chase' [TNG]) **SEE FILES 18, 69**



Soto This opportunistic **Lethan** used his telepathic powers to retrieve details about the **Shroud of the Sword** from **Kor**'s mind. Soto and his partner **Toral** trailed Kor, hoping that they would find the legendary **Sword of Kahless**. (*Starship Log*: 'The Sword of Kahless' [DS9]) **SEE FILE 70**

 **Soto was not afraid to attack the legendary Klingon Kor. The once-proud warrior was an old man by the time he discovered the Shroud of the Sword, and no longer at his physical peak.**

Soukara This **Cardassian** world was the location of a **Dominion** base. Informant **Glinn Lasaran** was relying on **Starfleet**'s aid to escape from Soukara, but it never arrived. **Romulan Senator Vreenak** met with **Weyoun** on Soukara in 2374. (*Starship Log*: 'Change of Heart' [DS9]) **SEE FILE 70**

Sovak This **Ferengi** male often aided archeologist **Dr. Samuel Estragon** in his unethical expeditions. Sovak was cheated by Estragon's assistant, **Vash**, after he paid her to retrieve information about the location of the **Tox Uthar**. He tracked her to **Risa** in 2366, where she and **Captain Jean-Luc Picard** had located the artifact. (*Starship Log*: 'Captain's Holiday' [TNG]) **SEE FILES 6, 69**

Sovereign class

This class of starship is among the most advanced design in use by **Starfleet** in its program of exploration during the 2370's. **Sovereign**-class vessels feature a **warp nacelle** arrangement that does not damage the fabric of space, and a unique manual control flight stick. The **U.S.S. Enterprise NCC-1701-E** is a **Sovereign**-class starship. (*Starship Log*: *Star Trek: First Contact*) **SEE FILES 26, 79, 80**



 **The U.S.S. ENTERPRISE NCC-1701-E was one of the first SOVEREIGN-class vessels. It was launched in 2372.**

Sowee TAH This **Klingon** word translates as 'uncloak.' Sowee TAH is used as shorthand for 'disengage cloaking systems' on **Klingon** spacecraft. The **Martok Changeling** gave this order to dozens of ships near **Deep Space Nine** in 2372. (*Starship Log*: 'The Way of the Warrior' [DS9]) **SEE FILES 11, 70**



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CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3 CARD 2A

THE ALPHA QUADRANT



CHARTING
THE GALAXY

The Alpha Quadrant is the home of the Federation. From Earth, on the border with the Beta Quadrant, Starfleet ships have set off on missions for 300 years.

Within a Galactic disk containing more than 100 billion solar systems, and which is 100,000 light years in diameter, lie four quadrants defined by Starfleet's astronomers and cartographers. The most heavily explored and charted quadrant is the **Alpha Quadrant**, which lies in the 'south west' of the Galactic map when observed from a hypothetical overhead viewpoint. Several major and minor interstellar nations make their home in this sector of space, including the **United Federation of**

Planets, whose headquarters is located on Earth, in the Sol system. Sol is situated in Sector 001, on the border with the neighboring **Beta Quadrant**, although the majority of the Federation's holdings and protectorates are situated in the Alpha Quadrant. Most of the organization's member worlds are located here, including Earth and the original founding races: **Vulcan**, **Alpha Centauri**, **Tellar**, and **Andor**. Federation space in the Alpha Quadrant also encompasses **Betazed**, **Deneva**, **Bolarus**, **Trill**, and **Benzar** among its 150

member planets, spread out over an area of approximately 8000 light years.

Neighboring allies

The Federation's largest ally, the **Klingon Empire**, also controls a few star systems in this quadrant, although most Klingon territories are within the Beta Quadrant. Smaller Galactic powers such as the **Orions**, the **Tholian Assembly**, the **Breen**, the **Gorn**, and the **Ferengi Alliance** also dwell in this area, but perhaps the largest and most contentious nation-state in this zone is the **Cardassian Union**. Situated in **Sector 45833**,

▶ **Earth is the location of the Federation's headquarters. The office of the Federation President is situated in the beautiful city of Paris.**

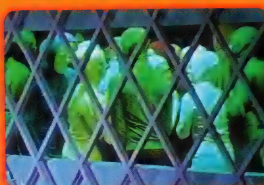


▶ **The Federation has colonized planets throughout the Alpha Quadrant, such as Deneva - considered by many to be the most beautiful world in the Galaxy. In 2267, its population is devastated by neural parasites.**

Alpha Quadrant worlds

As well as its core membership, the United Federation of Planets also manages a number of colony worlds, outposts, protectorates, and probationary members throughout the Alpha Quadrant. Examples of the protectorates are relatively primitive pre-warp worlds such as **Mintaka III**, **Omega IV**, and **Malcor III**. The Federation's probationary members include more advanced sovereign planets such as **Gideon**, **Cuzar**, and **Bajor**. These member races possess technologies comparable to Federation standards.

▶ **In 2268, the severely over-populated world of Gideon applies for membership to the United Federation of Planets.**



▶ **In 2367, Malcor III is assessed for Federation membership, but the Malcorian authorities decide their race is not ready to join.**



Quadrant	Alpha
Planets	Many
Class	Various
Governing body	Many
Races	The majority of the Alpha Quadrant is governed by the Federation, but there are other powers such as the Cardassian Union, the Ferengi Alliance, the Tholian Assembly, and the Breen.
Features	The Alpha Quadrant features many exotic anomalies, such as wormholes and nebulae.
Starship Log	STAR TREK: The Original Series: 'Where No Man Has Gone Before' STAR TREK: THE NEXT GENERATION 'Encounter at Farpoint'

▶ **Mintaka III, a pleasant, Class-M world, is home to a pre-warp race of proto-Vulcans. The Federation sets up an observation post on the planet, but its presence is discovered by the Mintakans in 2366. This incident exposes this relatively primitive bronze age race to advanced technology.**



▲ *Smaller Galactic powers in the Alpha Quadrant include the profit-hungry Ferengi Alliance.*

designated by **Starfleet** as the **Bajor sector**, the Cardassian Union comprises a large group of star systems and planets close to Ferengi space and the Federation protectorate of Bajor. Relationships between the Federation and **Cardassia** have often been unsettled, and armed skirmishes along the borders are frequent in the early 2360's. After the negotiation of a treaty between 2367 and 2370, hostilities cease, but political instability continues as a **Demilitarized Zone** is instituted as a buffer zone between both powers.

The tenuous ceasefire between the Cardassians and the Federation ends in 2373, when the



▲ *Plasma storms plague the Alpha Quadrant Badlands, although renegade Maquis ships often use it as a bolt-hole.*

Cardassian Union enters into an alliance with the **Gamma Quadrant's Dominion**. Within a few months, much of the Alpha Quadrant is annexed by Dominion forces, including many key Federation worlds. The resulting war rages until 2375, when the united Federation, Klingon, and **Romulan** forces drive the Dominion to surrender.

Intriguing anomalies

Alpha Quadrant space features a considerable number of astronomical phenomena. In 2369, the **Bajoran wormhole** is discovered in the **Denorios Belt** of the Bajor system and, like

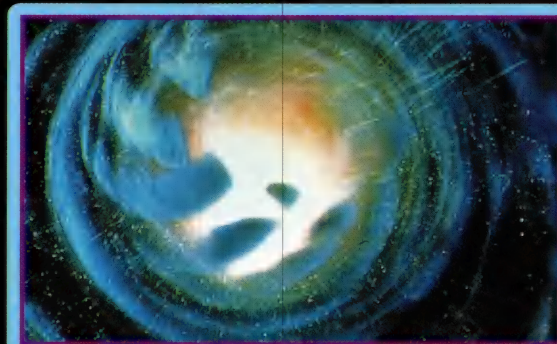


▲ *Vulcan is a founder member of the United Federation of Planets. This Alpha Quadrant civilization is ruled by logic, ceremony, and order.*

the **Barzan wormhole** found previously in 2366, it provides a direct conduit to the Gamma Quadrant some 70000 light years away.

Close to this phenomena is another stellar anomaly, the zone of intensive plasma storm activity known as the **Badlands**, a treacherous area of space often used by pirates and the renegades of the **Maquis** as an escape route or hiding place.

The Alpha Quadrant is home to numerous nebulas and stellar clusters, many of which exhibit unique properties, such as **FGC-13** near the **Amargosa Diaspora**, the



▲ *Like its neighboring zones in the Milky Way, the Alpha Quadrant features interstellar phenomena, such as the stable Bajoran wormhole.*

protoplanetary **Helaspont Nebula**, and the cohesive plasma nebula **FGC-47**. Some of the phenomena within the quadrant are also extremely rare, and those

inside Federation space, such as the **Black Cluster**, the **Mar Oscura** dark matter nebula, the **Typhon Expanse**, and the **Epsilon Pulsar Cluster** are mapped and surveyed for reasons of scientific interest and to ensure the safety of space travelers.

Continuing exploration

The Alpha Quadrant is perhaps the best known and most mapped section of the Galaxy, but even in this zone of space vast areas remain uncharted, with billions of star systems and their planets as yet undiscovered and unexplored. As part of its founding principles, the United Federation of Planets remains dedicated to uncovering more about its home quadrant and the universe, by continuing to boldly go where none have gone before.

The Guide to the STAR TREK Galaxy

FILE 3 CARD 2A

THE ALPHA QUADRANT



CHARTING
THE GALAXY



CHARTING
THE GALAXY

GALAXY FACTS

▶ The formation of the **Demilitarized Zone** leads to the creation of the **Maquis**, a rebel group opposed to the treaty. They largely operate within the Alpha Quadrant until their near-complete eradication in 2374.

▶ Unknown to residents of the Alpha Quadrant until 2371, a member of the **Delta Quadrant Nacene** species, known as the **Caretaker**, often abducts vessels from the Badlands.

Independent races

The interstellar influence of the larger Alpha Quadrant powers often covers many light years, but in among these vast territories there are also thousands of sovereign worlds that are not aligned to any given Galactic power. These worlds often maintain economic treaties, trade routes, and other informal connections to their larger neighbors. For example, such systems as **Ligon**, **Moab**, **Straleb**, and **T'Lani** all exist within the borders of the United Federation of Planets, but are not members of it; rather, they maintain independence and a peaceful association with the Federation. Some of these planets and their peoples, however, hold a more hostile outlook, attacking any alien influence that enters their space. Beings such as the **Excalbians**, the **Sheliak**, the **Tamarians**, and the **Talarians** are comparatively small Alpha Quadrant nations with a highly sensitive – and often violent – attitude toward other neighboring species.

▶ The **Sheliak** prefer to avoid contact with the Federation, as they view humans as inferior life forms.



▲ *The Federation establish communications with the Tamarians in 2368.*

▶ *In 2267, the Federation colony on Cestus III is annihilated by the Gorn.*



THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7 CARD 15C



THE UNITED FEDERATION
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RIGEL XII

Rigel XII's mining colony stands as a testament to what the human spirit can endure. Life on this unforgiving planet is harsh and everyday tasks become part of a continual struggle for survival.

Rigel XII, the site of a small, human-operated lithium mining operation, is a harsh and isolated **Class-M** planet with a rocky surface. The landscape is barren of vegetation, due to its continual pounding by powerful winds. Dangerous magnetic storms that ionize the atmosphere interfere with starship sensors. Nevertheless, under the surface are vast amounts of high-grade lithium crystals that are far more valuable than diamonds; they are the most essential components in the warp-drive systems of starships. This factor makes the mining station on Rigel XII a vital operation.

Challenging lifestyle

Rigel XII's mining station is staffed by a three-man team of miners who have been in place on the planet for three years, but it is unclear whether other mining teams preceded them. Life for the three miners – **Ben Childress**, **Herm Gossett**, and **Benton** – is particularly hard, and offers a continuing mental and physical test of their capabilities. Despite sharing in the wealth generated by the lithium crystals, the miners live in primitive, cave-like dwellings hollowed out of hills on the planet's surface.

Furnishings in these dwellings are sparse, and the miners sleep on narrow wooden benches near thick stone entryways. Dust

from the planet's surface continually seeps under these entryways and into the dwellings, coating most objects with a thick, allergy-inducing layer. Each miner's quarters is quite far from the actual mine itself – 11 miles in the case of Ben Childress – presumably because of the danger involved in the mining process. This means that each miner must travel a great distance every day over the surface of the barely habitable planet.

The mining colony on Rigel XII does contain the essential elements

Ethereal world
From space, Rigel XII is a beautiful, ethereal-looking world. The planet is veiled in shimmering blue mists, which disguise the harsh reality of its barren surface.

necessary for the day-to-day functions of a human settlement, including large outside generators located near the main building, heating units inside the building and living quarters, and cooking stoves in each miner's quarters. **Subspace** communication with the colony is possible, and it is

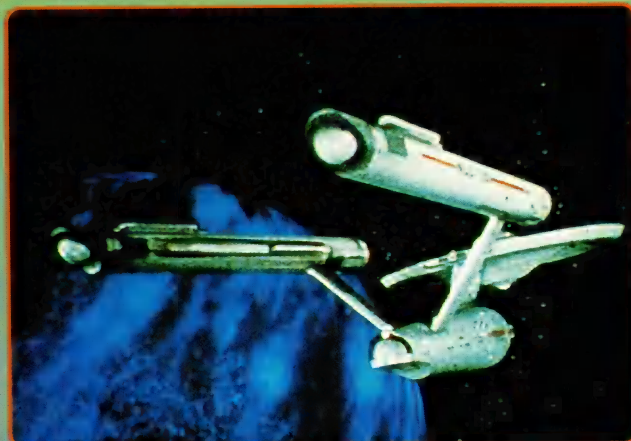
served by regular cargo runs that bring food, medical supplies, and other important items. There are virtually no recreational opportunities for the miners to indulge in after work, although they do enjoy playing cards.

Rigel XII is an isolated planet and, therefore, has

no starship protection or regular contact with other vessels. Loneliness and despondency on the part of the miners is palpable.

Dangerous occupation

All of the miners are fairly young and in excellent health, but after three years of gruelling labor on Rigel



CHALLENGING COLONY

Harsh conditions

Life on Rigel XII presents several difficult and ongoing challenges to the dedicated miners. The surface of Rigel XII is inhospitable to human life. Water is a scarce commodity for the miners, and the wealth they earn from mining lithium appears to do little to help them improve their living conditions. Winds and storms create a permanent roar across the planetary surface, and can make even everyday travel to work hazardous for the miners. As Ben Childress remarks, "the wind blows all the time and you can get lost a dozen feet from your doorstep."

The Rigel XII colonists are almost completely isolated from Starfleet assistance; should an emergency arise, or should one of them have a life-threatening accident, help may take days or even weeks to arrive. The colony has rare visits from supply ships, but as Captain James T. Kirk of the *U.S.S. Enterprise NCC-1701* puts it, Rigel XII is "a long way out in space."



The harsh conditions on Rigel XII make life a challenge. No starships are stationed on the planet, and the miners live in simple, wind-blown huts.

Planet Rigel XII
Class M **Quadrant** Alpha
System Rigel star system

Inhabitants Rigel XII is home to a Federation mining colony, operated by three human miners.

Primary star Surface Rigel
The surface is barren, desert-like, and continuously blasted by storms. Water is a scarce commodity, and the colonists rely on the occasional visits from supply ships.

Important Features The planet has a high source of lithium crystals, needed to power starships.

Starship Log STAR TREK The Original Series: 'Mudd's Women'

There are precious few signs of life on the surface of Rigel XII, as violent sand storms make the planet inhospitable.



▼ *Eve, a prospective bride to the miner Ben Childress, adds a woman's touch to his basic, bachelor-style quarters. She cleans away his possessions and makes him a home-cooked meal on the simple stove.*



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FILE 7

CARD 15C



THE UNITED FEDERATION
OF PLANETS

RIGEL XII



▶ *The miners are tired of their harsh and basic lifestyle.*

▶ *The living quarters on Rigel XII are dingy, cramped, and very basic.*

to withhold the crystals until they get their brides. The trio of women are also less than thrilled with the idea of life on Rigel XII after catching sight of the inhospitable surface climate, and find the behavior of their prospective husbands uncouth. Having been away from women for three years, the miners display an appalling lack of social skills.

Bachelor lifestyle

If nothing else, life on Rigel XII forces the miners to adjust, so much so that they have become accustomed to accepting a lower standard of living. Childress is initially annoyed when he sees that one of the women, **Eve**, has rearranged his possessions and cooked him food while he was asleep. He is used to a set way of doing things, a way that does not allow for surprise or flexibility. He is grudgingly impressed, however, when Eve suggests that in the absence of sufficient water, he cleanse his pans and

XII – work that in more than one case has nearly resulted in their deaths – they are ready for a change. They are tired of the planet's swirling dust, their cramped living quarters, the dangerous working conditions underground, and the lack of a well to provide them with fresh water. The miners must wait for drinking water to be delivered during cargo runs, and cannot wash out their pots and pans, or bathe

as frequently as they would like. All of these obstacles serve to sour the miners' general mood, making them surly, unpredictable men who are capable of violence.

Female company

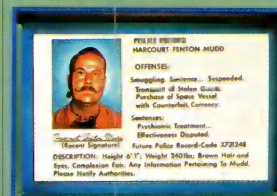
The other major comfort that the miners lack is human contact, particularly with women. All three would greatly like wives for companionship, though they are well aware that few women would choose

to live on the harsh mining colony.

In 2266, the miners offer to trade lithium crystals for three beautiful women traveling aboard the **U.S.S. Enterprise NCC-1701** in the company of smuggler **Harry Mudd**. The *Enterprise* is in desperate need of the crystals – its own are almost burned out – but **Captain James T. Kirk** refuses to trade people for fuel. This leads the miners

GALAXY FACTS

- ▶ There are 12 known planets in the Rigel system, of which five are inhabited: Rigel II, Rigel IV, Rigel V, Rigel VII, and Rigel XII.
- ▶ The violent sandstorms make it difficult for starship sensors to get readings or to conduct searches across the planet's surface.
- ▶ The Venus drug is an illegal substance.



▶ *Felon Harry Mudd offers to trade brides for Rigel XII's lithium.*

other cooking utensils by hanging them out in the wind and letting the perpetually blowing sand blast them clean.

The miners also admit that they want women to dance and play cards with, not wives who can assist them with life on the planet. Childress is furious when he learns that the women's physical beauty has been enhanced by the **Venus drug**, supplied by Mudd. With Kirk's help, however, Childress discovers Eve's inner beauty, and Childress rethinks his position about the women. Eve and her companions eventually choose to stay on Rigel XII and marry the miners.

Necessary adjustment

Three years of adjusting to the harsh conditions on Rigel XII's mining colony has nearly rendered Childress, Gossett, and Benton incapable of social contact with other human beings. On a planet where everything is a struggle, the miners are finally able to overcome their isolation and will hopefully grasp, with the help of their new wives, what Childress refers to as "the good life."

ILLUSORY BEAUTY

Superficial value

In 2266, Rigel XII's miners are offered three beautiful brides by smuggler Harry Mudd, in exchange for lithium. When the women beam down to the surface, however, it is soon clear that the miners are severely lacking in social graces. They

desire women who merely look pretty and can entertain them. A fight breaks out when Childress cuts in on Benton while dancing. This leads one of the women, Eve, to run outside during a fierce magnetic storm. She is later found and rescued by Childress.

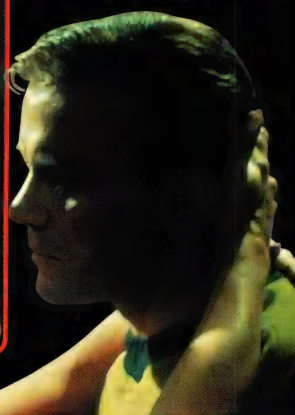
Childress also reacts badly when he learns that Mudd has enhanced the women's beauty with the Venus drug. By this point, however, his partners, Benton and Gossett, have already married two of the women, Ruth and Magda, by subspace radio.

▶ *Mudd makes trouble for Kirk by interfering with his negotiations for the lithium crystals.*



▶ *The lonely miners desire female companionship.*

▶ *Eve is sent to Kirk's quarters by Mudd, to persuade the captain to agree to the smuggler's plans.*





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FILE 10 CARD 3B



BAJOR: CHURCH AND STATE

The Bajorans answer to two authorities: the church and the state. Unfortunately, these powers are not always in agreement, and the disputes between them occasionally lead to conflict and bloodshed.

In a great number of civilizations across the Galaxy, the dividing line between the power of religion – the church – and the seat of governmental authority – the state – is broad and strongly defined. Yet an equal number of races blend the two agencies together, and one such culture is that of the **Bajoran** people. To the Bajorans, life is a highly spiritual and religious exercise, and the edicts of the Bajoran church are often granted the same weight and import as the laws of the state. When the rule of law combines with the rule of religion, however, the relationship

is not always a harmonious one, and on a number of occasions church and state have come into conflict; a delicate situation, given the passionate nature of the Bajoran people.

Religious authorities

In matters that pertain to the Bajoran church and all concerns of a spiritual nature, the **Vedek Assembly** is the supreme authority. This august body governs the myriad temples to the **Prophets**, Bajor's gods, as well as all other ecumenical matters. The Vedek Assembly is comprised of several high-ranking Bajoran priests known as **vedeks** and at

their head is the **kai**, elected by the vedeks from within their ranks. The kai is the spiritual leader of all Bajor's populace and although he or she does not directly wield political power (such as the ability to make or alter laws,) the influence of such a powerful religious authority is easily able to sway events and people.

During the occupation of Bajor by forces of the **Cardassian Union**, for example, the kai was a figure from which the Bajorans could take strength and draw conviction. In more recent years, however, since the Cardassian withdrawal in



▲ High status

Bajor's kai is a figure analogous to the Pope of Earth's Catholic faith.

2369, the kai's influence has frequently become a point of division, rather than union. It is to be assumed that any person who ascends to take on the role of kai is of such high character that abuse of this great position is out of the question; but in reality, there have been those in the post who have used it to their own advantage.

Political powers

In contrast, the Bajoran state government is a younger entity, and to many observers it appears to have a far weaker hold on the hearts and minds of its subjects than the kai and the church. The original Bajoran government was swept away in the invasion and occupation of Bajor in the later 2320's, replaced after the world was annexed by the Cardassian Union by a puppet state of



▲ Decision makers

The Chamber of Ministers decide on Bajor's political relations with other worlds.

figurehead lawmakers. As such, in the years that followed the departure of the Cardassian oppressors, the free Bajoran government that rose from the ashes to take control of the planet is regarded by many of the populace with the same degree of suspicion as its lapdog predecessor. Nevertheless, the **Bajoran provisional government** has assumed planetwide authority, constructing a cabinet of civil servants known as the **Chamber of Ministers**, led in turn by a **First Minister**. Despite their place as the de facto lawmakers of Bajor, the Chamber of Ministers continue to find their authority weakened and often challenged by that of the elder statesmen of the church. On several key occasions, the friction

CHAMBER OF MINISTERS

Affairs of state

Bajor's Chamber of Ministers often adjudicate on political issues. In 2370, for example, they refuse to organize a rescue for a Bajoran war hero held in a Cardassian prison camp. The Chamber's decisions do sometimes align with those of the church: in 2370, both the Chamber and the Vedek Assembly refuse to allow the Gamma Quadrant Skrreea refugees to settle on Bajor.



▲ The Chamber of Ministers refuse to sanction the rescue of Bajoran war hero, Li Nalas, from a Cardassian prison.

▼ The Gamma Quadrant Skrreea are refused permission to settle on Bajor by the Chamber and the Vedek Assembly.



GALAXY FACTS

The Chamber of Ministers has the final say on whether or not Bajor should join the Federation, but decides not to do so on the advice of Benjamin Sisko, the Emissary of the Prophets.

Deep Space Nine's Major Kira Nerys organizes an independent rescue of Li Nalas.

In 2371, Kai Winn causes a civil dispute between farmers and the military.



between the church and state of Bajor has led to conflict, in the halls of government and violently in the streets of the nation.

Internal conflict

Perhaps the most testing time for the relationship between Bajor's church and state comes early in 2370. At this point, tension has already been building, following the religiously-motivated bombing of a schoolhouse on space station **Deep Space Nine** in late 2369, alleged by many to be influenced by the then-Vedek Winn.

Into this charged situation, a violent group of Bajoran isolationists known as the **Alliance for Global Unity** (or more colloquially, as the **Circle**) begin a campaign of terrorism and sabotage, with intent to drive out the influence of the **United Federation of Planets**. The developing situation is eventually revealed to be part of a plot by **Jaro Essa**, a member of the Chamber of Ministers, whose plans for Bajor involve an exclusion of Federation influence and his installation as First Minister. Jaro enters into a clandestine alliance with



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BAJOR: CHURCH AND STATE



Vedek Winn – promising her the post of kai if his coup d'état is a

success – and proceeds to push Bajor and its people to the brink of a bloody civil war. It is only the actions of **Commander Benjamin Sisko**, his crew on *Deep Space Nine*, and **Li Nalas**, a Bajoran war hero, that forestall the planned insurrection before lives are lost. Unfortunately, this does not remove all influence of corruption and conspiracy from the church

and state. Jaro's plot is thwarted, but Vedek Winn's lust for power goes on unchecked. Jaro's duplicity shames the provisional government, tarnishing its reputation even further in the eyes of the Bajorans, while Winn's abuse of the church's power remains hidden.

Ruthless ambition

In later years, Winn maneuvers herself to take the post left by **Kai Opaka** in 2369, and assumes the role of supreme religious

authority on Bajor, cementing her control. In 2371, however, even Winn steps too far over the line between church and state when she sets her sights on the office of First Minister, following the



Conflict erupts between Bajor's religious leaders in 2369, when Vedek Winn orders Neela to assassinate Vedek Bareil.



DEEP SPACE NINE's school is bombed due to a religious dispute.

death of the previous incumbent, **Kalem Apren**. At first, her election appears to be a certainty, but the kai's involvement in pressuring a group of farmers led by **Shakaar Edon** (a former freedom fighter during the occupation) draws *Deep Space Nine's* **Major Kira Nerys** into the situation and once more nearly leads Bajor into a civil war. Winn's hope to take her place as the head of both of Bajor's ruling cadres is undone by Shakaar, whose past deeds gain him the office of First Minister instead. Thus, the clear separation between Bajor's church and state is finally affirmed.

Jaro Essa is a corrupt politician. He is given the role of First Minister, but loses his office soon after he and Winn nearly drag Bajor into a civil war. They are foiled by **Benjamin Sisko**.

CONTROVERSIAL TREATY

Vital talks

In 2371, Bajor's religious figures cross into the realm of politics when Kai Winn initiates and signs an historic peace treaty with the Cardassians. This event is understandably controversial given the history of occupation and war between the two races. Winn is

supported during the negotiations by Vedek Bareil, even though he has been fatally injured in an explosion aboard a Bajoran transport ship.

Kai Winn finalizes the treaty between Bajor and Cardassia, but she could not have done so without the support of Vedek Bareil, who conducts the talks with Legate Turrel.



Vedek Bareil is fatally wounded in an explosion aboard a Bajoran transport ship, en route to **DEEP SPACE NINE**. His life is extended by **Dr. Julian Bashir**.

Worf on the U.S.S. DEFIANT

Klingon officer Lt. Commander Worf proves he has the makings of a great leader when he puts his tactical training to the test and takes over the reins of Starfleet's prototype warship, the *U.S.S. Defiant NX-74205*.

In 2372, Starfleet's Lt. Commander Worf is assigned to space station *Deep Space Nine* as the new strategic operations officer. The Klingon officer's duties in this position include leading defensive and combat operations aboard the prototype *U.S.S. Defiant NX-74205*. Worf uses the expertise gained serving under his former commanding officer Captain Jean-Luc Picard, aboard the *U.S.S. Enterprise NCC-1701-D*, to become a vital component of the *Defiant's* combat-ready crew. His knowledge of starship warfare tactics, the dynamics of phaser weapons, photon and quantum torpedoes, and defensive operations

makes him the perfect choice as a bridge officer for the field of battle.

Changing quarters

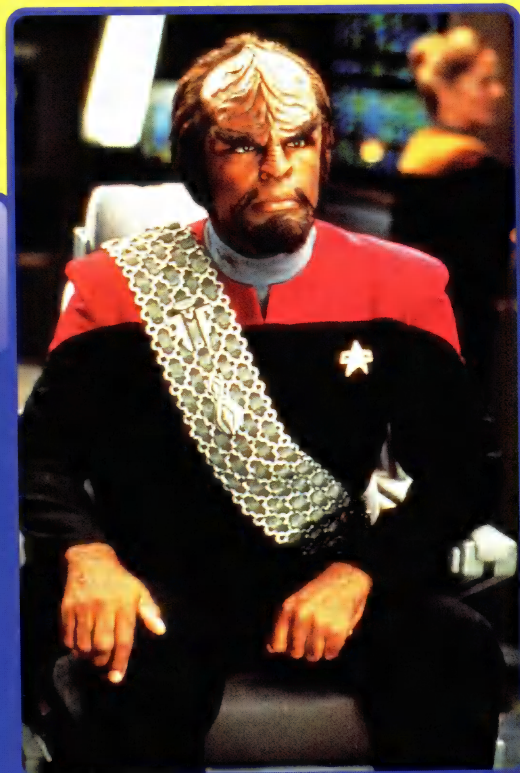
Early on in his assignment, Worf claims that his quarters aboard the former *Cardassian* space station are "uncomfortable," a rare comment from a Klingon quite content with the hard, slab-like beds of a *Klingon Bird-of-Prey*. Perhaps this is something of an unconscious holdover from the years he spent aboard the starship *Enterprise*, which was constantly in motion. Worf moves his quarters instead to the *Defiant*, remaining on board when the vessel rests at the station's docking ring. As the majority of the *Defiant's* operational 50-strong crew are quartered

PROFILE OF A MASTER TACTICIAN

PREVIOUS EXPERIENCE: Lt. Commander Worf serves aboard the *U.S.S. Enterprise NCC-1701-D* in shipboard operations and security, prior to his assignment to *Deep Space Nine*.

STATION DUTIES: The Klingon officer serves as the space station's strategic operations officer.

TACTICAL DUTIES: Worf's new responsibilities in this post include command and control of the station's defensive operations, taking part in combat operations, and leading maneuvers aboard the *U.S.S. Defiant NX-74205*.



▲ Lt. Commander Worf acquires much tactical experience during his tour of duty aboard the *U.S.S. ENTERPRISE NCC-1701-D*. The Klingon officer's sterling service to the Federation is finally rewarded when he is given frequent command of the *U.S.S. DEFIANT NX-74205*.

WARTIME DUTIES

★ Temporary alliance

In 2372, the *DEFIANT's* crew must serve alongside the *Jem'Hadar*, in order to destroy a rogue group of the Dominion's soldiers.

★ Posting

Worf's regular place on board the *DEFIANT* is at Tactical Station 2.



on *Deep Space Nine*, Worf often takes advantage of his solitude aboard the small ship to play his favorite Klingon operas, such as 'Barak-Kadan', at high volume through the *Defiant's* public address system.

Most of Worf's time aboard the *Defiant* is

spent either at Tactical Station 2, on the port side of the bridge, or in the ship's command chair. The Klingon leads the vessel and its crew into battle on numerous occasions, often against vastly superior foes and poor odds. Worf's first test of fire aboard the *Defiant* comes on *Stardate 49263*, when the ship is engaged by *Jem'Hadar Attack Ships* and forced to retreat into the thick, gaseous atmosphere of a *Class-J* planet. Despite some initial friction between Worf and the other officers aboard the *Defiant*, the crew are able

★ Clash of the titans

Tempers reach boiling point on board the *DEFIANT*, when Starfleet's formidable Klingon officer almost comes to blows with one of the Dominion's fierce *Jem'Hadar* warriors.



Worf on the U.S.S. DEFIANT



★ Captain's chair

In the absence of Captain Benjamin Sisko, Worf is often given command of the DEFIANT.

to rout the **Jem'Hadar** and make good their escape.

This is not the last time that Worf and the *Defiant* fight the warriors of the **Gamma Quadrant's Dominion**, nor are the invading Jem'Hadar the only opponents the *Defiant's* crew must face. In 2372, Worf is even forced to fire on a **Starfleet** vessel, the **U.S.S. Lakota NCC-42768**, when **Admiral Leyton** orders the ship's captain, **Erika Benteen**, to waylay the *Defiant*.

Test of loyalty

Several times during the destructive Klingon invasion of **Cardassia**, Worf's loyalties are tested as the *Defiant* engages starships of his own race in deadly battle. One such engagement under Worf's command in 2372, is used by the **Klingon High Council** in an effort to embarrass the **Federation**; Worf is accused of destroying a civilian freighter and 441 innocent passengers, but the claim is later proven to be a fabrication intended to bring dishonor to the Klingon officer.

Worf and his fellow officers aboard the *Defiant* are forced to erase any memories of former victories, when the crew take on board a contingent of Jem'Hadar troops as part of a joint mission to destroy a group of their rogue compatriots. A state of conflict still exists between the **Gamma** and **Alpha** quadrant powers, but this is put aside to deal with the greater



★ New quarters

When the DEFIANT is docked at DEEP SPACE NINE, Worf spends much of his time aboard the ship.



★ Temporal adventure

When the DEFIANT crashlands on Gaia, Worf encounters his descendants from an alternate timeline.

threat of the Dominion renegades and the **Iconian gateway transporter** they have captured.

In 2373, Worf takes command of the *Defiant* on a temporary reassignment that almost sees the destruction of the prototype vessel and his own death. A single **Borg cube** invades Federation space on **Stardate 50893**, entering the Sol system in **Sector 001** with intent to attack and assimilate Earth. Worf acts as captain of the *Defiant* as the ship takes part in a Starfleet defensive effort to blockade and defeat the *cube*. The **Borg** attack severely damages the *Defiant*, and at one point its Klingon commander is prepared to turn the ship on the *cube* and ram it. Only the timely arrival of Captain Picard and the **U.S.S. Enterprise NCC-1701-E** ensures the *cube's* destruction and thus the *Defiant's* survival. In the aftermath of the Borg assault, the

Defiant is repaired and returned to **Deep Space Nine** to resume its posting and combat duties.

Later that year, Worf is aboard the *Defiant* when a Klingon deep-cover agent, **Arne Darvin**, utilizes the power of the **Bajoran Orb of Time** to send the ship back into the past to locate and kill **Captain James T. Kirk**, commander of the **U.S.S. Enterprise NCC-1701**, using the advanced technologies of the ship, Worf and his crewmates locate and dispose of the **tricobalt bomb** meant for Kirk, thus preserving the timestream.

In 2373, Worf and the *Defiant's* crew are involved in a temporal paradox of another kind. Encountering a **Class-M** planet known as **Gaia**, in the **Gamma Quadrant**, the *Defiant* crew discover that they are predestined to travel back 200 years into the past and crashland on the planet, giving rise to a population created from their own descendants. Among the inhabitants of Gaia are **'The Sons of Mogh,'** a tribe that follows Worf's Klingon teachings.

"Perhaps today is a good day to die!"

— Worf, commanding the U.S.S. Defiant in battle against the Borg.

★ Battling the Borg

In 2373, Worf leads the DEFIANT into battle against the Borg's attempted invasion of Earth. He is prepared to sacrifice the ship.



Sadly, the timeline that created the **Gaians** is later wiped out when an alternate **Odo** changes history to save the life of **Major Kira Nerys**.

Valuable experience

As the conflict escalates in the Dominion war, Worf is eventually transferred off the *Defiant* and onto the **I.K.S. Rotarran**, under the authority of **General Martok**, marshal of the Klingon fleet. Nevertheless, the valuable lessons he learns about the nature of command while serving under **Captain Benjamin Sisko**, and in the captain's chair of the **U.S.S. Defiant**, benefit the determined warrior well in his new posting.

SAVED BY A LITTLE SHIP

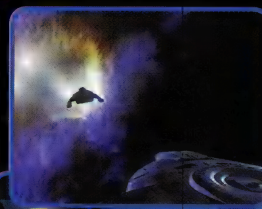
Hijacked

In 2374, the U.S.S. Defiant investigates a rare subspace compression.

The Runabout Rubicon is launched from the starship to investigate; it will be miniaturized upon entering the anomaly. In the meantime, the Defiant is attacked and boarded by the Jem'Hadar. Worf is serving at the tactical station, but fails to anticipate the attack. The Defiant's warp core is damaged and the crew are forced to repair it, watched by armed guards. Captain Sisko attempts to take over the ship from Main Engineering, while Worf covers his captain's tracks by sending false signals through the computer system. Unfortunately, the crew have little success in unlocking the command codes and Sisko secretly orders Worf to plant a computer virus that will destroy the Defiant when the Jem'Hadar engage the warp drive. Unknown to the Defiant crew and the Jem'Hadar, the miniaturized Rubicon and its tiny occupants return to the starship. The Runabout crew aid Sisko by releasing the command codes, and so help defeat the Jem'Hadar. The Rubicon then reenters the anomaly in order to return to its normal size. Once safely back on Deep Space Nine, Jadzia Dax asks Worf to recite a poem she asked him to write to commemorate the mission. The Klingon's verse begins, "This is the story ... of the little ship ... that took a little trip."

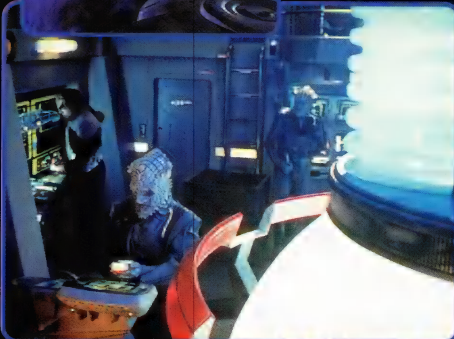
▶ Anomaly

The DEFIANT investigates a subspace compression, launching a RUNABOUT to explore the anomaly.



▼ Boarded

The Jem'Hadar damage the DEFIANT's warp core during their attack.



▶ Poem

Worf recites a limerick about the DEFIANT's mission, after his wife, Jadzia Dax, requests a commemorative poem.



FILE 54 SHAPESHIFTERS

Anya

Anya is a perfect example of the old adage that appearances can be deceptive. She often takes the form of an old woman, but is, in reality, an allasomorph, capable of altering her molecular structure into that of other life forms.

Anya is the guardian of **Salia**, the future head of state of **Daled IV**. The governess raises her pupil on the neutral planet of **Klavidia III**, preparing Salia for her eventual return home as leader. Anya and Salia often adopt humanoid form, frequently appearing as an elderly woman in a black cloak and a 16-year-old girl respectively, but they are actually shape-shifting **allasomorphs**. As such, Anya can be a fierce and dangerous adversary. In human form, Anya is

both a cautious and caustic presence. Her duty is to protect Salia, and she is highly suspicious of those who are not of their kind, including the crew of the **Federation** starship **U.S.S. Enterprise NCC-1701-D**.

Overprotective

Anya is, at first, extremely polite when she and Salia are beamed aboard the *Enterprise* for the journey from Klavidia III to Daled IV, although she makes it clear that she will not tolerate any distractions on Salia's part. She forbids the young woman from

PROFILE ON ANYA

NAME: Anya

LIFE FORM: Allasomorph, a member of a species of shapeshifters.

ROLE: Anya is the guardian of Salia, the future leader of Daled IV, who is destined to bring peace to her troubled planet.

ABILITIES: An allasomorph can completely alter their molecular structure.

FIRST SEEN: "The Dauphin" [TNG]



▲ *Anya is the overprotective and formidable guardian of Salia. She provides the future ruler of Daled IV with guidance, companionship, and comfort, but she will not tolerate disobedience.*

FRIEND AND GUARDIAN



★ Friend

Anya sometimes uses her shape-shifting abilities to take on the form of a younger companion for Salia.

taking a tour of the ship, and from socializing with **Ensign Wesley Crusher**, in whom Salia takes a keen interest.

Salia is the offspring of parents from opposing sides in Daled IV's civil war,

★ First duty

Anya's primary role is to protect and guide the future leader of Daled IV.



★ Disapproval

Salia's guardian disapproves of her charge's acquaintance with Wesley, whom she meets aboard the U.S.S. ENTERPRISE. Anya forbids Salia from taking a tour of the starship, and tells her not to see Wesley again.

and is returning to a divided world. Anya encourages Salia to think of herself as a leader, and brushes aside the young woman's worries about her new responsibilities with the words, "You will lead because it is accepted by both sides, and because it is in your blood." She further insists that Salia is the planet's last and only chance for peace, and that it is therefore her duty to unite her subjects, just as it is Anya's duty to make sure her protégé gets the opportunity to become that leader. Anya does not hesitate to use her status to put pressure on Salia,

and she is greatly angered when the young woman dares to offer even a mildly insolent response.

Anya's shapeshifting abilities allow her to

assume many other forms. She appears as a girl similar in age to Salia, as a small, furry non-humanoid creature, and as a large, growling life form with bulging red eyes and fangs. It is in the form of the deep-voiced old woman, however, that she is most intimidating, and has the most influence over Salia and the *Enterprise* crew.

Intolerance

During a tour of the ship, Anya confounds **Lt. Commander Geordi La Forge** by questioning his adjustments to the deuterium control conduit in engineering. The fact that La Forge is working on the mechanism leads her to suspect a malfunction, which she simply cannot tolerate. Despite the chief engineer's claims of following routine maintenance procedures, Anya warns him that she will be keeping a close eye on his progress.

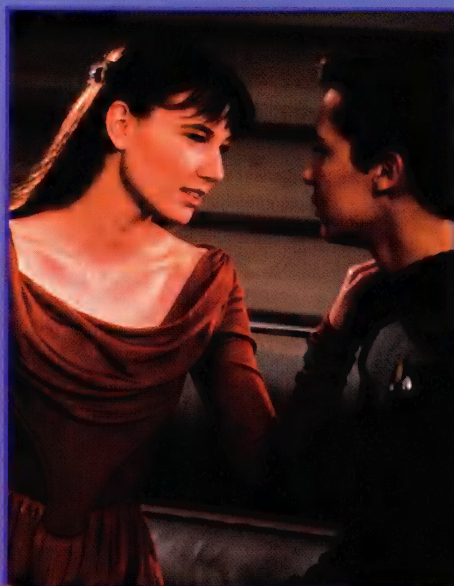
OTHER CARDS IN THIS FILE...

2 MARTIA: DOUBLE CROSSER

SEE OTHER FILES...

STAR TREK: THE NEXT GENERATIONFile 69

Anya



★ Fierce attack

Anya breaks out of her holding cell, changes into a fierce beast, and rushes to Wesley's quarters.



★ Face-to-face

Salia shows she is quite capable of standing up to Anya. In order to protect Wesley, she also shapeshifts into the same monstrous form.

★ Disobedience

The naive and petulant Salia disobeys Anya's command, and secretly meets with Wesley.

A more serious incident occurs in sickbay, when Anya tries to interfere with **Dr. Katherine Pulaski's** treatment of a crew member who has contracted the airborne disease **Andronesian encephalitis**.

Despite the doctor's assurance that there is little chance of contagion, Anya fears an outbreak of the disease and demands that the infected officer be killed immediately, lest Salia be put at risk. The old woman appears to have little faith in "primitive" technologies, and threatens to take matters into her own hands when Pulaski refuses to end her patient's life. Anya then shapeshifts into a more fearsome form, but is prevented from making good on her threat by a security team led by **Lt. Worf**.

Despite her actions, Anya is not a cruel or malevolent being. She simply wants to protect Salia, even if that means denying her young charge any freedom.

Counselor Deanna Troi observes that Anya has become Salia's surrogate parent – leading **Captain Picard** to comment that there is nothing more dangerous than a mother protecting her young.

Confrontation

Anya fulfills her duty of escorting her charge to Daled IV, despite Salia's growing attraction to Wesley Crusher. The young ensign tries to persuade his new love interest to stay with him on the *Enterprise*, but Salia knows only too well that this can never happen. Anya has

★ Mother's instinct

Anya can become as dangerous as a wild animal when it comes to protecting Salia.

never allowed the young woman to have friends her own age, precisely because of the potential for conflict between companionship and duty, and she is rightly suspicious that Salia, at least in human form, would like nothing better than to be, in her words, "corrupted" by Wesley.

Salia sneaks out to visit Wesley in his quarters while her mentor is sleeping within a security holding cell, prompting an angry Anya to escape and shapeshift into a large creature in the young man's quarters. Salia also shapeshifts to prevent Anya from hurting Wesley, but the damage to the shipboard romance has already been done.

Anya and Salia do make peace with each other before leaving the *Enterprise*, however. The guardian

"Your powers are infinitesimal compared to mine!"
— Anya

admits that she may have been unnecessarily harsh on her 'child,' but defends her actions by stressing the need for preparation and self-control prior to Salia's appointment as leader of Daled IV. In response, Salia reassures her foster mother that she has benefited from a fine upbringing, and will miss the 'old woman' now that her duty is over. This sudden feeling of loss is shared by both women.

Now that her mission of chaperoning Salia is finished, Anya can return to her home on the third moon of Daled IV.

WORTHY OPPONENTS

Warriors and guardians

As a guardian to the future ruler of Daled IV, Anya has exacting standards. Her brusque attitude is keenly observed by the *U.S.S. Enterprise* crew members, including **Lt. Worf**, who remarks sourly that "I doubt if anything ever meets with that woman's approval." A brief struggle in sickbay later ensues between this ferocious allasomorph and the Klingon security officer, as Worf attempts to prevent Anya from killing a patient with an infectious disease. Fortunately, **Captain Picard** persuades the allasomorph to cease and desist.

Despite their antagonism, however, it seems that Worf and Anya have much in common. Some of the old woman's most interesting insights actually occur in conversation with Worf. When she is placed in a holding cell after the incident in sickbay, Anya tells the security chief that confinement leaves her unable to protect Salia. Worf is certain that Salia is safe on the *Enterprise*, but Anya remarks that a true protector cannot have two charges – the Klingon's first duty will always be to his ship. Anya goes on to warn Worf that he underestimated her strength in sickbay, a potentially fatal error. Before leaving the ship, however, the allasomorph admits that she considers the Klingon to be a worthy opponent, suggesting that at heart they are very much alike.

▶ Fierce foe

The allasomorph Anya can transform into a huge beast when on the offensive.

▼ Fellow warrior

When Worf and Anya come to blows in sickbay, the Klingon earns the allasomorph's respect.



Yelgrun

Yelgrun is a trusted negotiator for the Dominion, but his career comes to an abrupt end on the abandoned space station *Empok Nor*, when a prisoner exchange goes drastically wrong.

Yelgrun is a typical Vorta clone, with dark hair and a long, sardonic face. As with the other members of his race, he is cool and calculating, with an air of self-assurance. His dry wit is delivered in a slow drawl, although his calm exterior belies his lack of patience. In 2374, the Dominion Founders choose him to be the Vorta representative who will oversee the exchange of their prisoner, the female Ferengi Ishka, for the Federation's Vorta prisoner of war, Keevan, illustrating that he is well thought of and completely trusted by his masters.

The location for the prisoner exchange is to be the deserted Cardassian

space station *Empok Nor*, and the person that Yelgrun has to deal with is Quark, Ishka's son. The location has been suggested by the Ferengi; Yelgrun arrives with a troop of Jem'Hadar soldiers, but is forced to dock at the station as Quark's brother Rom has set up a jamming system to prevent the use of transporter systems.

Yelgrun immediately seeks to demonstrate his power. He stations his Jem'Hadar along the upper level of the Promenade, with their weapons trained on the main entrance to the Infirmary, the temporary center of operations for the Ferengi. When his opposite numbers are slow to appear, Yelgrun soon lets them know that he does

PROFILE ON YELGRUN

NAME: Yelgrun

LIFE FORM: Vorta male

OCCUPATION: Dominion negotiator

REMARKS: Yelgrun is loyal to his Dominion masters.

PERSONALITY: He possesses a dry wit but very little patience.

CURRENT STATUS: Prisoner of war in United Federation of Planets custody. He was captured by the Ferengi during a prisoner exchange deal on *Empok Nor* in 2374.

FIRST SEEN: "The Magnificent Ferengi" [DS9]



▲ Yelgrun is a severe and imposing Vorta. His piercing blue eyes and sharp wit help to ensure that he gets his own way in any negotiations he conducts for the Dominion, but he meets his match in a profit-driven, Ferengi rescue squad.

★ Exchange bureau

Yelgrun agrees to meet the Ferengi aboard a neutral venue. They choose the abandoned Cardassian space station *EMPOK NOR*.

★ Troops in place

Yelgrun positions large numbers of lethal Jem'Hadar troops in close proximity to the Ferengi's base.

PRISONER EXCHANGE



not appreciate being kept waiting.

Yelgrun appears flanked by two of his loyal Jem'Hadar, leaving the Ferengi in no doubt as to his greater power and resources. When Ishka and her sons embrace, his remarks on how touching and heartfelt a reunion it is are clearly sarcastic; he readily admits that he has little understanding of the concept of family as he was 'born' in a cloning facility.

Tough negotiator

The exchange negotiations commence, with Quark trying to out-deal and outsmart the wily Yelgrun, but the Vorta counters with sarcastic observations and cool arguments. Quark demands that the Jem'Hadar all be

★ Protectors

Yelgrun faces his Ferengi counterparts flanked by Jem'Hadar warriors, who protect him and also guard the shackled Ishka.

OTHER CARDS IN THIS FILE...

2A WEYOUN
2B ERIS
2C KILANA
2D KEEVAN

SEE OTHER FILES...

THE DOMINION.....File 16
STAR TREK:
DEEP SPACE NINE.....File 70

Yelgrun



★ **Rejuvenating**
Moogie encourages Yelgrun to feel how supple cream of hipecat has made her skin.



★ **Horror**
Yelgrun's cool reserve melts away as he realizes how badly the Ferengi have tricked him.

sent back to their ship, but Yelgrun points out that would leave one Vorta facing six Ferengi. Quark compromises by allowing two Jem'Hadar to remain behind and guard the Vorta. It is agreed that the Ferengi will leave as soon as the exchange is completed; Yelgrun will be collected by a Dominion ship in a couple of days, thus giving them time to get away safely.

Yelgrun is not concerned with putting the Ferengi at ease. He points out that he could just renege on the deal, kill them all, and take Keesan back to the Dominion. Rom counters this by threatening to kill Keesan, but Yelgrun comments that as the prisoner's fate is sealed anyway, his early death would be of little consequence. Quark points out that the Dominion need to keep Keesan alive so that they can discover what Federation secrets he has learned, and this prompts Yelgrun to reluctantly agree to the terms and conditions of the Ferengi's proposal. In a rare compliment, he remarks that the Ferengi's reputation for cunning is well earned – they would do well to join the Dominion, rather than remain a neutral party during the

"Fascinating. I'd love to hear more, but if your son doesn't turn up soon, I'll have to kill you." — Yelgrun to Ishka



war with the Federation.

This praise turns to amusement when Yelgrun witnesses how Nog determines that Ishka is not a Changeling – his clumsy solution is to cut her palm with a knife, in order to examine her blood, which leads to the unfortunate Ferengi being repeatedly struck about the head by his grandmother. Yelgrun decides that the Ferengi pose little threat to him, and so his mood becomes one of self-indulgence. He sends all but two of his Jem'Hadar back to Dominion space, and gives Quark and his team 10 minutes to prepare before they exchange prisoners.

Outsmarted

Unknown to Yelgrun, the Ferengi start to bicker, and in the midst of the heated argument, Keesan is accidentally shot in the chest and killed. Realizing that they no longer have anything to bargain with, Quark tries to buy more time, while the other Ferengi use **neural inhibitors** to stimulate the nerves in Keesan's body, thereby giving him the illusion of movement.

Unfortunately for the Ferengi, Yelgrun doesn't suffer fools gladly, and impatiently tells Quark that he is happy to kill Ishka if they don't hurry up, remarking to himself "...and I thought the Breen were annoying." He allows Quark just five more minutes, telling him that he does not tolerate delays.

Yelgrun wiles away some of the intervening time by listening to Ishka's observations on the restorative and medicinal powers of the **hipecat root**. Despite finding the information fascinating, Yelgrun's impatience leads him to

again threaten to kill Ishka if her son does not arrive soon.

After much procrastination, the prisoner exchange finally takes place in a corridor. The two parties stand at either end, and their prisoners are made to walk forward to the opposing side. At first, Yelgrun attributes Keesan's staggering gait to mistreatment



★ **Massacre**
Yelgrun was wrong to agree to send all but two of his Jem'Hadar guards away. The remaining pair are killed by Ferengi phasers.

Strange behavior

Yelgrun is taken aback at Keesan's odd behavior during the prisoner exchange, but even then it takes him a few moments to realize exactly what is going on.

by his captors. It is only when Keesan walks straight into a wall, and continues to bump into it, that Yelgrun suspects duplicity. He commands his Jem'Hadar guards to kill everyone, but before they can act, the two soldiers are themselves killed by the Ferengi. The cowering Vorta is unharmed, having curled himself up into a ball out of the way of the crossfire. Ishka is safe, and Yelgrun is captured and taken away as a gift for the Federation. He will spend the rest of the conflict as a prisoner of war, a situation that the conniving Vorta could hardly have foreseen.

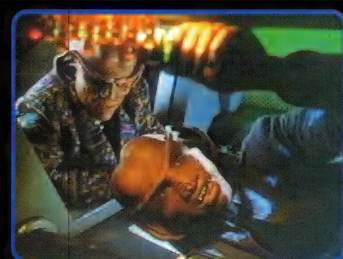
THE PRICE OF A HOSTAGE

The value of life

Yelgrun is outsmarted by an unlikely enemy – a group of ill-prepared but determined Ferengi. En route to Vulcan, Ishka is captured by the Jem'Hadar and taken to a Dominion internment center; her lover, the Ferengi Grand Nagus Zek, offers a reward of 50 bars of gold-pressed latinum for her rescue. Quark schemes to claim the reward for himself, but realizes that he will not be able to save his mother without help, so he rounds up a motley team of Ferengi to aid him. He enlists the services of his brother Rom; his nephew, Ensign Nog; his cousin, the arms dealer Gaila; the mercenary known as Eliminator Leck; and ex-Liquidator Brunt. Calling in a favor, Quark persuades the Federation to let him exchange the captured Vorta Keesan for his mother. Typically, Quark plans to short-change all of his allies – a decision that will eventually jeopardize their mission, and almost cost them their lives.

Dodgy dealings

Keesan's death is nothing more than a temporary setback for the wily traders.



Pressed into service

Quark and Rom's desire to save their mother gives them an added incentive to see the mission succeed.



Collaborators

The promise of a reward ensures that other Ferengi are willing to join the brothers, despite the likely danger.



Starfleet Locator Beacon

Starfleet engineers do everything they can to make space travel as safe as possible, but it is inevitable that accidents will occur. In order to ensure that the survivors of downed ships and shuttlecraft can be located and rescued, every vessel is fitted with a locator beacon that will broadcast its coordinates in the event of an emergency.

By its very nature, space travel is inherently dangerous. Ships have various redundant backups for their structural intensity fields, shields, and environmental systems, but accidents can and do occur. In case of emergency, all **Starfleet** vessels are equipped with locator beacons, the design of which slightly differs depending on the kind of vessel to which they are fitted.

Locator beacons give out such information as the ship's specific Starfleet registry number, precise coordinates, and present operational status. On many occasions they have proved the only means to detect a vessel feared lost or damaged, although their signal depends on an adequate power source and favorable local conditions to ensure the transmission can actually be detected. Various phenomena may weaken or dampen the signal completely.

Latest technology

One of the latest versions of the locator beacon can be found in **Intrepid**-class vessels such as the **U.S.S. Voyager NCC-74656**. All shuttlecraft on board this ship carry the beacons as standard equipment, and on more than one occasion they have proven invaluable to recovering lost personnel. The locator beacon itself operates in two ways: it can either be launched out into space, where it keeps its position relative to where it was ejected, or else carried as part of emergency field equipment onto the surface of a planet.

If a shuttle is lost or extensively damaged, the beacon may be launched before the ship crashlands. It immediately begins broadcasting on a variety of bandwidths, and even if the damaged ship travels some distance from it after initialization, it will relay enough information for a rescue ship to thoroughly scan the

area. A position in space, away from possible atmospheric disturbances or the magnetic interference of a planetary body, is most effective.

The locator beacon can be packed into a standard Starfleet container and transported with ease to an optimum broadcast point. It has been built to survive the hardest landings, and is lightweight yet extremely tough.

The emitter device stands around 40 centimeters high and consists of a number of slender interconnecting sections. The main body is made up of three parts; the bottom two are gold colored, while the top one is much darker, with a series of rapidly flashing display lights built into it. The top of the unit is dome shaped and, when activated, emits a soft blue light that pulses with a gentle electronic sound.

The beacon is supported at its base by two surrounding



▲ **Locator beacons work best in open environments where there is nothing to interrupt their signals. High, rocky terrain, far away from extreme weather conditions or dense flora, is ideal.**



▲ **A fully functional locator beacon may be the only hope for Starfleet officers trapped in hostile environments. In 2375, Commander Tuvok, Ensign Tom Paris, and the Doctor are stranded on a desert planet on the other side of a gravity well. The locator beacon salvaged from their shuttlecraft provides them with a way to contact their colleagues aboard the U.S.S. VOYAGER NCC-74656.**

MODIFIED BEACONS

Computer to tricorder

The Starfleet locator beacon is a highly specialized piece of equipment designed to operate in the most dire of circumstances, but stranded officers can only be rescued if they are in close proximity to the device. In 2366, Lt. Commander Geordi La Forge is separated from his away team colleagues on the hostile surface of Galorndon Core, a planet near the Romulan Neutral Zone. He and a Romulan officer, Centurion Bochra, must find the beacon in order to be rescued, but with atmospheric conditions affecting all their equipment, it is not an easy task. Luckily, Geordi's inventiveness allows them to modify his VISOR and tricorder to detect the emissions given out by the neutrino pulse beacon; changing the beam's output slightly signals to his friends that he is ready to be beamed aboard.



▲ **Atmospheric interference renders Geordi blind, but he is able to talk Bochra through the modifications.**

▶ **Despite appalling conditions on the surface of Galorndon Core, the two men eventually make their way to the beacon.**



▲ **Commander Tomalak is drawn to the scene of the crash by another kind of emergency locator beacon – the automatic distress call broadcast by the Romulan ship that has crashed on Galorndon Core.**



EQUIPMENT AND TECHNOLOGY

Starfleet Locator Beacon

FILE 63

CARD 16

frameworks – a smaller and larger ring that have a set of three wireframe legs attached to them. As the unit needs to be upright when working, these legs can be bent in order to stand the device on uneven surfaces, such as rocks or soft ground, and maintain the correct operational position. The main body has a number of indicator lights built into it, and the bottom support ring also has two white lights on either side of the unit; one remains illuminated constantly, while the other flashes intermittently.

Emergency rescue

The beacon is designed to be used in place of a damaged communications system, and can be recalibrated via a **tricorder** in close proximity, in order to counteract distortion fields, subspace gravity wells, or atmospheric interference. The signal can usually be located by a ship's normal sensor array, and is also designed to be picked up by specially designed **multispatial probes**, such as the one designed by the crew of the *U.S.S. Voyager* within the **Delta Quadrant**.

The beacon's primary purpose is to relay positional information to a rescue ship, but its design also allows it to act as an amplifying relay for communications to a stranded party. This two-way function is particularly useful if transport out of a hazardous area is required.

The locator beacon is possibly one of the most vital pieces of Starfleet technology available. Its use often indicates disaster, but its compact design and efficient operation dramatically increase the chances of rescue and survival for an injured and stranded crew.



A locator beacon salvaged from the wreck of their downed shuttlecraft provides Tuvok, Tom Paris, and their friends with a lifeline out of a gravity well.



Locator beacons can act as temporary transporter enhancers. Personnel must be within two meters of the unit.

LIFELINE

The dome-shaped top of the locator beacon glows bright blue when the device is transmitting its coordinates.

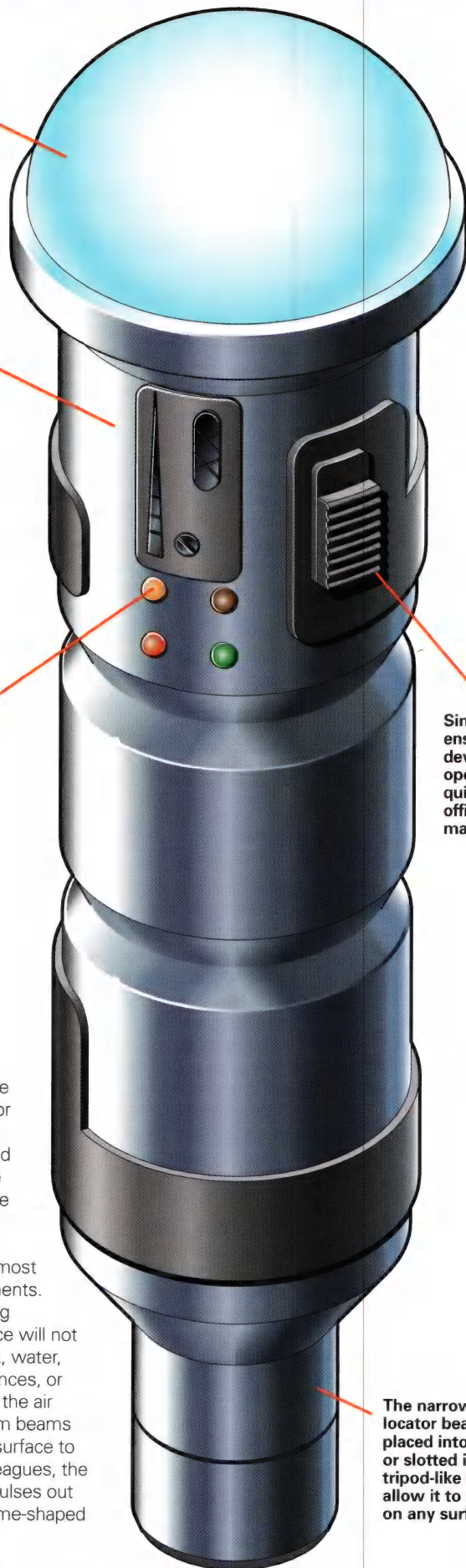
The durable chrome outer casing of the beacon is designed to survive the most hazardous of crashlandings.

A series of colored buttons indicate the locator beacon's status at a glance.

Simple controls ensure that the device can be operated quickly by officers who may be injured.

Survival The purpose for which the locator beacon is designed requires it to withstand even the most severe crashlanding, and once activated it must be able to continue to transmit through the most inhospitable environments. The tough outer casing ensures that the device will not be damaged by shock, water, any electrical disturbances, or corrosive elements in the air or soil. If an away team beams down to the planet's surface to retrieve stranded colleagues, the bright blue light that pulses out from the beacon's dome-shaped top aids visibility.

The narrow base of the locator beacon can be placed into the ground, or slotted into a set of tripod-like legs that allow it to be placed on any surface.





STAR TREK VI: THE UNDISCOVERED COUNTRY

Part 6 As the *U.S.S. Enterprise NCC-1701-A* races to save the peace conference between the United Federation of Planets and the Klingon Empire, Captain James T. Kirk faces the prospect of fighting a hidden foe.

STAR TREK VI: THE UNDISCOVERED COUNTRY

"You're a great one for logic. I'm a great one for rushing in where angels fear to tread. We're both extremists. Reality's probably somewhere in between."

— Captain Kirk to Spock

Back aboard the *U.S.S. Enterprise NCC-1701-A* following his ordeal on Rura Penthe, Captain James T. Kirk is filled in on developments during his absence. Captain Scott, working alone in the conference room, finds the bloodied uniforms for which his colleagues have been searching in an air vent. He notifies Spock and Kirk, and they then stumble across the bodies of Yeoman Burke and Yeoman Samno — they have been 'stunned' at close range, which killed them without activating the alarms.

Kirk and Spock set up a ruse: a request that the court reporter attend sickbay to take statements from Burke and Samno is broadcast over the comm system. A mysterious figure enters sickbay shortly afterward and approaches the comatose forms on the biobeds, unaware that they are in fact Kirk and Spock. The interloper is Lt. Valeris; in an uncharacteristic display of anger, Spock knocks her phaser from her hand.

The conspirator revealed

Valeris insists her accusers have no firm evidence against her, but Kirk remembers that she was outside his quarters when he was recording the personal log replayed at his trial. The Vulcan woman claims that Spock and the others have betrayed the Federation, not her, and she quotes Kirk's own description of the Klingons as being untrustworthy back to him.

Valeris refuses to supply the names of her fellows conspirators, but Spock takes matters into his own hands and forces her to undergo a Vulcan mind-meld. He extracts the names of Admiral Cartwright, Klingon General Chang, and Nanclus, the Romulan ambassador, but Valeris does not know the location of the peace conference. They contact Captain Sulu of the *U.S.S. Excelsior NCC-2000* for the coordinates: the conference is due to start that day at Camp Khitomer. The *Excelsior* is on its way, but will take some time to arrive.

Kirk finds his old friend Spock in reflective mood. They discuss recent events and come to the conclusion that they were both prejudiced: Kirk by the death of his son, Spock by Valeris's Vulcan accomplishments. They must now put these regrets behind them; they have a mission to complete.

The *Enterprise* makes its way to Khitomer,

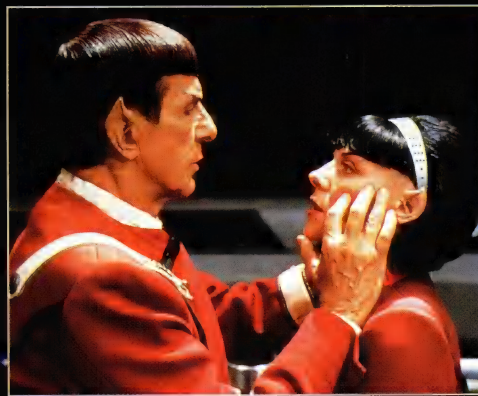
ON SCREEN...



1 Captain Scott hears a vibration in an air duct and discovers two bloodstained uniforms which can only have been worn by Chancellor Gorkon's murderers.



2 A ruse to expose the conspirator reveals the culprit to be Valeris. She stands her ground, claiming that it is the crew who have betrayed the Federation's ideals.



3 Valeris refuses to name her fellow conspirators, but Spock uses a mind-meld to force the information from her. Her resistance makes the process painful.



4 Spock and McCoy race against the clock to modify a photon torpedo. The altered warhead will allow the *U.S.S. ENTERPRISE NCC-1701-A* to detect plasma output from the engines of Chang's cloaked KLINGON BIRD-OF-PREY.



5 The *ENTERPRISE* takes a battering from Chang's ship, but despite heavy damage the crew are able to launch the modified torpedo at the cloaked vessel.



6 The torpedo does its job, and reveals the BIRD-OF-PREY. The *ENTERPRISE* is then able to blow the prototype vessel out of the sky — and Chang along with it.



STAR TREK VI: THE UNDISCOVERED COUNTRY Part 6

where the conference is beginning with an address by the Federation President. All the conspirators are in the audience, awaiting their moment to act.

Two minutes from **transporter** range to Khitomer, Chang's prototype **Klingon Bird-of-Prey** intercepts the starship. The Klingon taunts Kirk, then fires two torpedoes at the *Enterprise*, which backs off hurriedly. More strikes cause severe damage to the vessel. Kirk is helpless, fighting an opponent he cannot see, but as usual his officers come up with a plan: a reconfigured **photon torpedo** will detect the exhaust produced by any ship at impulse speed – even a cloaked one.

At the conference, a single Klingon breaks away from the audience and moves to a vantage point high above the conference room floor. He patiently sets up a weapon aimed at the podium, waiting as a stirring speech by **Chancellor Azetbur** gives way to a further address by the President.

Final battle

The *Enterprise* takes a terrible battering from its invisible foe; its shields are on the point of collapse, and there is a breach clean through the saucer section. The *Excelsior* arrives in the nick of time and attracts the *Bird-of-Prey's* fire, but is equally unable to retaliate. Chang is greatly enjoying the thrust and parry of the uneven battle, quoting Shakespeare ad nauseum – but the smile slips from his face somewhat when Spock and **Dr. Leonard McCoy** launch their reconfigured torpedo. It follows a queasy course toward the cloaked ship, and the resulting explosion is targeted by both Federation starships. A volley of torpedoes finishes off Chang and his prototype vessel.

Captain Kirk and his senior crew beam into the conference chamber. They make their way quickly through the milling crowd, and Kirk leaps upon the President just as the concealed assassin fires – missing them by centimeters. McCoy pulls a **phaser** on the Romulan delegate while Spock parades Valeris in front of Admiral Cartwright, telling him they have a full confession. Scotty meanwhile bursts in on the gunman high above them and fires, sending him plummeting to his death. The sniper is revealed as the Federation's **Colonel West**, disguised as a Klingon.

Captain Sulu and a party from the *Excelsior* beam in as Azetbur demands an explanation for what has taken place. Kirk explains that it is all about the future; some people think that means the end of history – but they have not run out of history quite

yet. Azetbur says Kirk has restored her father's faith, and the captain says that she has restored his son's. The *Enterprise* crew have once again kept the Galaxy at peace, and they stand together proudly as the assembled throng applauds them.

The crew return to their cherished stations

aboard the *Enterprise* as Captain Sulu bids farewell and departs in the *Excelsior*.

Commander Uhura passes on their orders to return for decommissioning, but Captain Kirk decides to disregard orders one last time. Instead, he sets course for "second star to the right, and straight on until morning."

ON SCREEN...



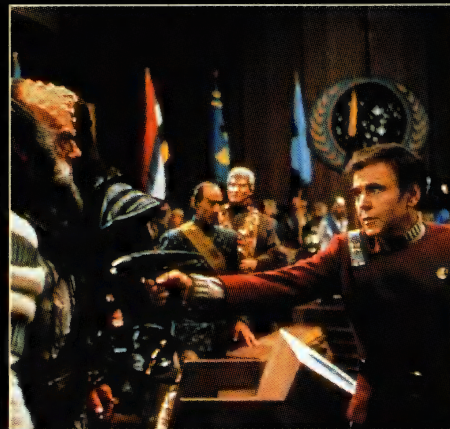
7 En route to Khitomer, Kirk and Spock have time to reflect on their mistakes, but they both know that they must focus their minds on the mission at hand.



8 The Federation President stands at a podium to address the peace conference crowds, offering a tempting target to the conspirators' sniper.



9 The ENTERPRISE crew arrive in the nick of time, bursting through the startled crowds as the conspirators prepare to strike.



10 Kirk shields the President from the sniper while Chekov and the others round up the Klingon, Romulan, and Federation rebels.



11 The crisis averted, Klingon Chancellor Azetbur thanks Captain Kirk for ensuring that her father's dream of peace still has a chance of succeeding.



12 Kirk and his loyal crew are not ready for retirement just yet. Instead of following orders, they decide to take their beloved ship for one last ride.

STARSHIP FACTS

A Khitomer, the location of the peace conference, is a neutral location near the Romulan border.

A The Federation president says that the total evacuation of Qo'noS has been calculated within a time span of 50 Earth years.



'Far Beyond the Stars'

Captain Benjamin Sisko's sense of reality is challenged when he experiences strange visions of 1950's Earth, and finds himself playing the role of a science fiction writer whose identity is concealed because of his race.

'FAR BEYOND THE STARS'

"The average reader is not going to spend his hard earned cash on stories written by negroes."

— Douglas Pabst,
Editor of Incredible Tales

Joseph Sisko pays a visit to station *Deep Space Nine*, prompted by parental concern over the wellbeing of his son, **Captain Benjamin Sisko**. When Benjamin learns of the death of his close friend **Captain Quentin Swofford**, he confides to his father that he cannot endure many more setbacks, and admits that despite his responsibilities as a war leader, he is considering resigning his captaincy. During the conversation, Sisko briefly glimpses someone in civilian clothing aboard *Deep Space Nine*. Following another vision, this time of a baseball player, he steps through a door into mid-20th-century New York, and is knocked down by a car.

On the 24th-century *Deep Space Nine*, Sisko simply appears to have collapsed for a moment. **Dr. Julian Bashir** notes that Sisko's neural patterns are similar to those scanned when the captain was troubled by visions of **Bajor** — visions that very nearly killed him. Sisko is given the medical records to examine, but suddenly finds himself back in New York, buying a science fiction pulp.

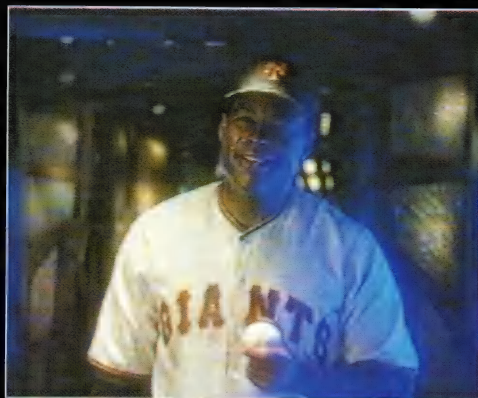
Another world

The transformation into another personality appears complete. Sisko is now convinced he is **Benny Russell**, a writer selling his work primarily to SF pulp magazine '*Incredible Tales*'. The magazine's office is a place of intense competition, with all members of staff visually resembling people that Sisko encounters on a daily basis. Their personalities, however, are utterly distinct from their familiar counterparts. The writers volunteer for assignments based on illustrations conceived by a staff artist, and Benny instantly forms a connection with a drawing that depicts *Deep Space Nine*.

Russell's identity is concealed from the readership, as is that of the magazine's sole female contributor **Kay Eaton**, who has to write under the ambiguous pseudonym **K.C. Hunter**. Editor **Douglas Pabst** claims that this editorial line is taken because the truth about Benny's racial origin and Kay's gender would rock the boat too much — a policy that both writers naturally resent.

That night, Benny is racially abused by two loitering police detectives as he leaves the office. Shortly after, he encounters a preacher who is somehow aware of his name; this

ON SCREEN...



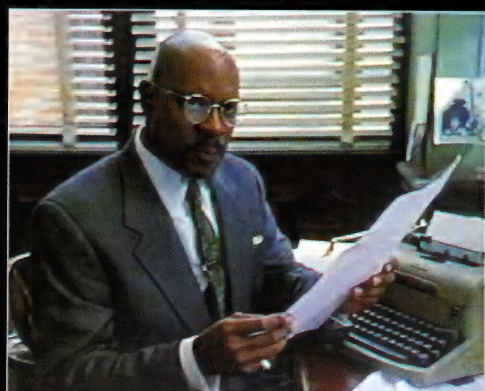
1 Captain Sisko experiences a number of strange visions, including one in which he sees **Worf** as a human, dressed as a mid 20th-century Earth baseball player.



2 Sisko steps through the door to his quarters and emerges in the New York of Earth's past. Before he can recover from his surprise, he is hit by a car.



3 The captain suffers no serious injuries, and is able to continue on to his place of work. It appears that in this reality he is **Benny Russell**, a pulp magazine writer.



4 The writers' stories are inspired by drawings produced by the magazine's artists. Russell is particularly taken with an illustration of a futuristic space station.



5 Russell's plan to make the station's captain a black man is vetoed by his editor, who is worried that the story will be seen as too radical. Annoyed, Russell seeks solace from his waitress girlfriend, **Cassie**, but she would prefer he give up writing for a more secure job.



6 Russell has another strange turn when he sees **Willie Hawkins**, a black baseball player and regular diner patron. He collapses, but appears to make a swift recovery.



'Far Beyond the Stars'

man urges him to write the truth in his heart.

Mulling over his circumstances, Benny pens a story concerning a black space station captain named Benjamin Sisko, a tale he describes to his girlfriend **Cassie** as the best he has ever written. Her encouragement is tempered by comments that he has written for too long without generating a proper income; she wants him to help her buy the diner in which she works. Benny is further demoralized by the situations of two other diner customers, the ostensibly successful baseball player **Willie Hawkins**, who is a hero only inside the black neighborhood, and youthful criminal **Jimmy**, who is certain that his color restricts his chance of legitimate employment to menial jobs.

Benny's story impresses his fellow writers, but is rejected by Pabst on the grounds that people will find it unbelievable if the captain is a negro. Benny's colleagues are outraged, but he is told Sisko's race will have to change for the story to see print. Despondent, Benny once again meets the old preacher, who reiterates that he tell the truth, amid abstruse comments about the **Bajoran Prophets**.

Defiant writer

Benny submits a further six 'Benjamin Sisko' stories. He knows they will not see print, but explains to an angry Pabst that he was compelled to write them. Eventually, the manuscript is rendered editorially acceptable by the addition of a final paragraph that reveals the tale has all been the dream of a black man aspiring to a better life.

Benny grows increasingly disturbed when he begins to experience visions of his friends and acquaintances in their more familiar identities. Angered by the discovery that the detectives he had previously encountered have killed Jimmy for attempting to break into a car, Benny attacks them, but is beaten so severely that he requires a stick to walk. Weeks of isolation follow, but the writer is finally prompted to leave his apartment by the imminent arrival at the office of the magazine containing his Sisko story.

Pabst informs the writers there will be no 'Incredible Tales' that month – the print run has been destroyed because the publisher claims it did not live up to the usual high editorial standards. Further instructions are that Benny is to be sacked. His hopes now completely shattered, Benny's previous restrained demeanor gives way to exceptional distress. He points out that *Deep Space Nine* lives in his head, and while a story can be pulped, an idea cannot be destroyed. Benny collapses in the midst of venting his heartfelt frustration at society's injustice. En route to hospital he again meets

the preacher, who informs him that he has walked with the Prophets. When Benny, now wearing Sisko's **Starfleet** uniform, asks who he is, the preacher replies he is both the dreamer and the dream.

Benjamin Sisko awakes in the *Deep Space Nine* Infirmary after a period of

unconsciousness measured in minutes, his neural patterns now returned to normal. In conversation with his father later, Sisko confirms the experience has reinvigorated his resolve, but wonders whether their entire existence may be just the dream of Benny Russell, a 1950's science fiction writer.

ON SCREEN...



7 Russell's colleagues try to support him by offering amendments that will make the story acceptable, such as adding an ending that suggests it was all a dream.



8 Amid Benny Russell's odd experiences are a number of meetings with an old preacher, who tells him to be true to his heart and makes reference to the Prophets.



9 After learning of his friend Jimmy's death at the hands of the racist cops who resemble Gul Dukat and Weyoun, Russell confronts them, but they give the black author a severe beating.



10 On his return to work, Russell learns that the issue of 'Incredible Tales' which contained his story has been withdrawn from sale and pulped. He loses his temper, and breaks down in tears.



11 Russell is taken away in an ambulance, as Sisko awakes on *DEEP SPACE NINE*. It appears that Benny Russell's life is nothing but Benjamin's nightmare.



12 Later, in his quarters, Sisko and his father reflect on the day's events. The captain cannot help but wonder if *DEEP SPACE NINE* is indeed just a dream.

STARSHIP FACTS

A Odo, Kira, Dax, Bashir, O'Brien, Quark, and Martok all appear in Sisko's vision as staff members of 'Incredible Tales' magazine.

S continued

Soyuz class

This design of **Federation** science vessel was discontinued before 2288. *Soyuz*-class vessels are a variant of the *Miranda*-class ships, and have a dedicated sensor platform and oversized cargo bays. The *U.S.S. Bozeman NCC-1941* was a *Soyuz*-class ship. (*Starship Log*: 'Cause and Effect' [TNG])

SEE FILES 31, 69

space door

This moveable barrier separates the interior of a starship, *Spacedock*, or airlock from the void of space. If power is off-line, personnel space doors can be opened by using an **emergency hand actuator**. (*Starship Log*: 'Threshold' [VOY]) SEE FILES 20, 21, 22, 25, 26, 32, 71

space sickness

This queasiness is brought on by space travel. **Worf** suffers from space sickness during space walks. **Ezri Dax** inherited space sickness from a previous host after receiving the **Dax** symbiont. **Captain Kathryn Janeway** was among several crew members aboard the *U.S.S. Voyager NCC-74656* who suffered from a mysterious space sickness in 2375. (*Starship Log*: *Star Trek: First Contact*; 'Shadows and Symbols' [DS9]; 'Relativity' [VOY]) SEE FILES 43, 70, 71, 79

space station

These large structures provide a port of call for spacefaring vessels. Space stations vary in size and purpose. Some, such as *Deep Space Station K-7*, offer recreational facilities and shore leave to starship crews, while others, such as the station orbiting *Tanuga IV*, offer private research areas. *Earth Station McKinley* was a starship repair facility in orbit of Earth. The *Cardassian* space station *Terok Nor*, later known as *Deep Space Nine*, processed ore using slave labor. (*Starship Log*: 'The Trouble With Tribbles' [TOS]; 'A Matter of Perspective' [TNG]; 'Emissary' [DS9]) SEE FILES 32, 68, 69, 70



Space stations are fitted with a variety of facilities. *DEEP SPACE NINE*, for example, serves as a port of call for visitors from two quadrants.

space walk

The first human to float outside a spacecraft wearing an environmental suit was **Aleksei A. Leonov**, during the 20th century. A third year **Starfleet Academy** student receives six weeks of space walk training. (*Starship Log*: 'Day of Honor' [VOY]) SEE FILES 19, 71

space-normal

Another method of stating that a starship is being propelled by its **impulse engines**. **Captain Kirk** ordered **Sulu** to depart the **Taurus star system** at space-normal speed in 2267. (*Starship Log*: 'The Galileo Seven' [TOS]) SEE FILE 68



The *SOYUZ*-class *U.S.S. BOZEMAN NCC-1941*, commanded by **Captain Morgan Bateson**, disappeared near the *Typhon Expanse* in 2278.

spanner

A handheld engineering tool. **Dr. Julian Bashir** used a spanner to connect his new diagnostic console to a power supply, a skill he learned in engineering extension courses. (*Starship Log*: 'The Adversary' [DS9]) SEE FILE 70

spatial interphase

The term given to a temporary loss of local dimensional cohesion. Spatial interphase appears and disappears on a predictable timetable, although energy fluctuations alter the timing. Humans in close proximity to a spatial interphase zone eventually become violently insane. (*Starship Log*: 'The Tholian Web' [TOS]) SEE FILES 5, 31, 68

spatial orientation systems

A component of the **holodeck's** matrix diodes. An indicator of spatial orientation systems malfunction is that left-handed characters become right-handed, and vice versa. (*Starship Log*: 'Ship in a Bottle' [TNG]) SEE FILE 69

spatial orientation test

One-third of the subject area covered by the **Starfleet Academy** qualifying tests. A passing grade on the qualifiers puts the candidate in line for the Academy's entrance exams. (*Starship Log*: 'Facets' [DS9]) SEE FILES 19, 70

spatial anomaly

This term is applied to any unexpected properties of spacetime. Often, unexplained phenomena are labeled as spatial anomalies. **Captain Picard** investigated a spatial anomaly in 2370 that was appearing in three different time periods. **Benjamin Sisko** suspected a spatial anomaly was responsible for the odd luck experienced by machines and people on *Deep Space Nine* in 2370. (*Starship Log*: 'All Good Things ...' [TNG]; 'Rivals' [DS9]) SEE FILES 5, 69, 70

spatial rift

This term is given to a separation in the **spacetime continuum**. The appearance of **Captain Braxton**, piloting the *Timeship Aeon* in 2373, was preceded by a spatial rift that had been artificially generated using a **graviton matrix**. (*Starship Log*: 'Future's End', Part I [VOY]) SEE FILES 31, 71

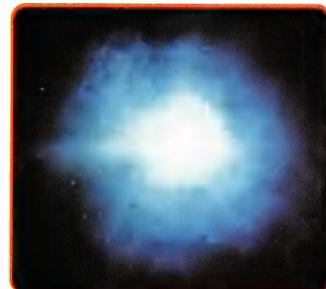
spatial rupture

This tear in the fabric of space-time is accompanied by an outflow of **tetryon** emissions and **nucleonic** interference. In 2369, a spatial rupture within the *U.S.S. Enterprise NCC-1701-D* was sealed with a **graviton pulse**. (*Starship Log*: 'Schisms' [TNG]) SEE FILES 65, 69

Soyuz class
space door
space sickness
space station
space walk
space-normal
spanner
spatial interphase
spatial orientation systems
spatial orientation test
spatial anomaly
spatial rift
spatial rupture
spatial scission
spawn beetle
Speaker, Tris
Species [Number]
Spectral Analysis department
spectral line profile analysis
spectral rupture
Spectre
Spectrum
Spican flame gem
Spider People
spiked
Spinelli, Lieutenant
spiny lobe-fish
Spire of the Tower of Commerce
Spith basil
Spock, Mr.



Space walking is an important part of **Starfleet Academy** training. In 2271, **Captain Spock** ventured into the vacuum of space in order to investigate **V'GER**.



A spatial anomaly in the **Devron system** spanned three time periods: 2364, 2370, and 2395. It threatened human existence.



spatial scission SEE divergence field



spawn beetle This insect life form native to the **Delta Quadrant** was kept aboard the **U.S.S. Voyager NCC-74656** to pollinate plants in **Kes's** **airponics garden**. Kes snacked on the spawn beetles when her **elogium** unexpectedly commenced. (*Starship Log: 'Elogium' [VOY]*) **SEE FILE 71**

▶ In 2372, the **Ocampan**, **Kes**, experienced a craving for spawn beetles during her **elogium**.

Speaker, Tris This revered baseball player was mentioned in the same breath as **Ted Williams** and **Buck Bokai**. Avid baseball fan **Benjamin Sisko** purchased a **holosuite** program featuring these three players for his son, **Jake**. (*Starship Log: 'If Wishes Were Horse' [DS9]*) **SEE FILES 7, 70**

Species [Number] This life form classification designator is used by the **Borg** in place of the actual native names for the species they encounter. The **Borg** and **Captain Janeway** worked together to defeat **Species 8472**, **Species 180**, **Species 3259**, and **Species 5618** are, respectively, **Ferengi**, **Vulcan**, and human. (*Starship Log: 'Scorpion', Part I [VOY]*) **SEE FILES 15, 71**

Spectral Analysis department This title is given to a division of the **Stellar Cartography** department on the **U.S.S. Enterprise NCC-1701-D**. It interpreted spectral data from stars and gaseous matter. In 2369, **Neela Darren** headed **Stellar Sciences**, which included Spectral Analysis. (*Starship Log: 'Lessons' [TNG]*) **SEE FILES 25, 43, 69**

spectral line profile analysis **Jadzia Dax** performed this study in a **Deep Space Nine** science lab in 2370, on a phenomenon that eventually became known as a **protouniverse**. (*Starship Log: 'Playing God' [DS9]*) **SEE FILES 5, 70**

spectral rupture SEE subspace vacuole

Spectre A denizen of the **Kohl** hibernation virtual reality system. The ghastly, looming Spectre was death incarnate to the subconscious of the Kohl settlement hibernators. Even Spectre, however, operated at the bidding of the malevolent **Clown**. (*Starship Log: 'The Thaw' [VOY]*) **SEE FILES 18, 71**

Spectrum This holographic pet fish was created by **Dejaren**, a badly malfunctioning **isomorphic projection**, who harbored a revulsion for all organic life forms. (*Starship Log: 'Revulsion' [VOY]*) **SEE FILES 40, 56, 71**

▶ In 2374, the **U.S.S. VOYAGER's** **Doctor** was introduced to **Spectrum**, **Dejaren's** holographic pet fish.



Spican flame gem This worthless bauble was offered for sale by merchant **Cyrano Jones** in 2267. The proprietor of the bar on **Deep Space Station K-7** could not sell his inventory of Spican flame gems. (*Starship Log: 'The Trouble With Tribbles' [TOS]*) **SEE FILE 68**

Spider People This arachnid civilization were the enemies of **Captain Proton** in the '**Bride of Chaotica!**' episode of **Tom Paris's** **holodeck** series. The Spider People traveled in **Spider ships**, and were ruled by **Queen Arachnia**. (*Starship Log: 'Bride of Chaotica!' [VOY]*) **SEE FILES 29, 71**

▶ In 2375, **Captain Janeway** reluctantly took on the role of **Arachnia**, **Queen of the Spider People**.



spiked This term is applied to a surge of electrical feedback triggered by an illegal data tap. The electricity is designed to destroy a hacker's equipment. Getting spiked while using a **neural dataport** can be fatal. (*Starship Log: 'Honor Among Thieves' [DS9]*) **SEE FILE 70**

Spinelli, Lieutenant This young officer was serving on the **U.S.S. Enterprise NCC-1701** in 2267. Spinelli was with **Captain Kirk** when **Khan** cut the oxygen supply to the bridge. Spinelli thought that death was imminent, but survived. His bravery was noted by Kirk. (*Starship Log: 'Space Seed' [TOS]*) **SEE FILES 20, 68**

spiny lobe-fish The attendant in **William Riker's** **Tilonus IV**-induced hallucination escorted Riker out of his cell to dine on spiny lobe-fish. (*Starship Log: 'Frame of Mind' [TNG]*) **SEE FILE 69**

Spire of the Tower of Commerce SEE Tower of Commerce

Spith basil This leafy vegetation native to the **Delta Quadrant** was used by **Neelix** in his **Jibalian omelet** recipe. (*Starship Log: 'Prototype' [VOY]*) **SEE FILE 71**

Spock, Mr. The first **Vulcan** to serve in **Starfleet**, Spock was assigned to the **U.S.S. Enterprise NCC-1701** under captains **Pike** and **Kirk**. He was an expert in computers and science, but struggled to reconcile his half-human heritage, and his relationship with his father, **Sarek**. During a battle against **Khan Noonien Singh** in 2285, Spock sacrificed himself to save his ship and crew. His body was laid to rest on the **Genesis Planet**, where it was later regenerated by the newborn world's unique life-giving matrix, and rejoined with his **katra** on the planet **Vulcan**. In the 2290's, Spock became an ambassador, and was instrumental in facilitating peace between the **Klingons** and the

Federation in 2293. He was last seen in 2368, attempting to reunite the **Vulcan** and **Romulan** civilizations. Spock's **mirror universe** counterpart brought peace to the **Terran Empire**, leaving it open to defeat by the **Klingon-Cardassian Alliance**. (*Starship Log: 'The Cage' [TOS]; 'Sarek' [TNG]; 'Crossover' [DS9]*) **SEE FILES 8, 43, 45, 67, 68, 69, 70, 72, 73, 74, 75, 77**



▶ **Spock** served aboard the original **STARSHIP ENTERPRISE**. The **Vulcan** was regarded as the best first officer in the fleet, and went on to have a long and distinguished career in **Starfleet**.



S continued

spoon head

This derogatory, racist name for **Cardassians** was used by the **Bajoran** people. The Cardassians were unaware of this insulting term, as evidenced by **Elim Garak**'s reaction at hearing it for the first time in 2373. (*Starship Log*: 'Things Past' [DS9]) **SEE FILE 70**

spores, Omicron Ceti III

Alien plants sprayed their spores on humanoids on the planet **Omicron Ceti III**. The spores thrived on the **berthold rays** which bombarded the planet. Colonists infected by the spores were complacent, mildly euphoric, and interested only in finding new spore hosts. Powerful negative emotions killed the spores. (*Starship Log*: 'This Side of Paradise' [TOS]) **SEE FILES 7, 68**

sporocystian

This type of noncorporeal life form was anchored in **subspace**. The **Delta Quadrant Nacene** species, including the **Caretaker** and **Suspiria**, were sporocystian life forms. Even their remains reacted to sporocystian energy. (*Starship Log*: 'Caretaker' [VOY]) **SEE FILES 18, 71**



Spot

This cat was adopted by **Data** in 2367. **Reginald Barclay** was the only person Spot liked, other than Data. Spot had kittens in 2370, and survived the crash of the **U.S.S. Enterprise NCC-1701-D** in 2371. (*Starship Log*: 'Data's Day' [TNG]) **SEE FILES 44, 69, 78**

▲ The android Data was relieved to find his beloved pet cat Spot unharmed in the wreckage of the **U.S.S. ENTERPRISE NCC-1701-D**. Spot was a very fussy cat and only liked two people, Data and Reginald Barclay; she particularly disliked Will Riker.

spread pattern delta nine-four

This **Starfleet** tactical terminology describes a three-photon torpedo formation. In 2370, **Worf** conducted weapons system upgrade field tests on the **U.S.S. Enterprise NCC-1701-D**. Delta nine-four revealed a guidance system defect. (*Starship Log*: 'Genesis' [TNG]) **SEE FILE 69**

spring wine

This intoxicating **Bajoran** drink was made from **Kava**. **Horran's Seventh Prophecy** mentioned spring wine. Both **Kira Nerys** and **Kai Winn** liked spring wine; Winn had a pre-occupation vintage bottle which she shared with **Anjohl Tennan** in 2375. (*Starship Log*: 'Return to Grace' [DS9]) **SEE FILE 70**



▲ The spores of Omicron Ceti III infected their humanoid hosts with feelings of euphoria and contentment. They did not originate from the planet.

springball

This **Bajoran** sport, like handball, is played by two opponents against a wall, or in a specially-constructed court. **Kira Nerys**, **Vedek Bariel**, and **Vedek Tonsa** were all amateur players. Professional games were played on **Bajor**. (*Starship Log*: 'Shadowplay' [DS9]) **SEE FILES 18, 47, 66, 70**

Squadron Baker

This **Maquis** fighter group participated in **Thomas Riker's** daring incursion into **Cardassian** territory in 2371. Squadron Baker was responsible for luring **Gul Toran** and his ships away from the stolen **U.S.S. Defiant NX-74205**. (*Starship Log*: 'Defiant' [DS9]) **SEE FILE 70**

squill

This plant, cultivated on the planet **Balancar**, is used to make a popular syrup. False reports of a drought on Balancar raised prices, while merchants there stockpiled squill supplies. (*Starship Log*: 'The Magnificent Ferengi' [DS9]) **SEE FILE 70**

Sri Lanka Boulevard

The name of a street on Earth. **Q** tried to tempt **Captain Janeway** with the promise of a ticker tape parade down Sri Lanka Boulevard to celebrate her return home. (*Starship Log*: 'Death Wish' [VOY]) **SEE FILE 71**

Srivani

This **Delta Quadrant** race used advanced submolecular technology to hide themselves and their cruel medical testing devices from the crew of the **U.S.S. Voyager NCC-74656** in 2374. (*Starship Log*: 'Scientific Method' [VOY]) **SEE FILES 18, 40, 71**

Ssestar

This individual was the chief representative of the **Selay**. Ssestar and his party were transported to **Parliament** aboard the **U.S.S. Enterprise NCC-1701-D** in 2364, where they hoped to settle their long-standing differences with the **Anticans**. (*Starship Log*: 'Lonely Among Us' [TNG]) **SEE FILES 18, 69**

Stacius Trade Guild

This professional merchants' association numbered **Kivas Fajo** among its ranks in 2366. Fajo's membership status was noted in his **Starfleet** biographical file. (*Starship Log*: 'The Most Toys' [TNG]) **SEE FILES 58, 69**

spoon head
spores, Omicron Ceti III
sporocystian
Spot
spread pattern delta nine-four
spring wine
springball
Squadron Baker
squill
Sri Lanka Boulevard
Srivani
Ssestar
Stacius Trade Guild
Stadi, Lieutenant
Stakoron II
standard orbit
Star Station India
starbase
starchart
stardate
stardrifter
stardrive section
Starfleet
Starfleet Academy
Starfleet battle simulation
Starfleet brat
Starfleet Command
Starfleet Corps of Engineers



▲ The Bajorans sometimes referred to their hated Cardassian enemies as spoonheads.



▲ The **Srivani** selected the crew of the **U.S.S. VOYAGER NCC-74656** as test subjects for their medical experiments in 2374.



Stadi, Lieutenant

This young, female **Betazoid** was the flight control officer during the **U.S.S. Voyager NCC-74656**'s mission to the **Badlands** in 2371. Stadi was killed during *Voyager*'s disastrous journey to the **Delta Quadrant**. (*Starship Log*: 'Caretaker' [VOY]) **SEE FILES 18, 29, 71**

Stakoron II

This planet in the **Gamma Quadrant** had an abundance of **mizainite** deposits. **Rom** and **Krax** used the rich mining rights on **Stakoron II** as part of a plot to assassinate **Grand Nagus Quark**. (*Starship Log*: 'The Nagus' [DS9]) **SEE FILE 70**



standard orbit

This **Starfleet** protocol allows starship pilots to establish a parking orbit above a planet. (*Starship Log*: 'The Cage' [TOS]; 'Encounter at Farpoint' [TNG]; 'Vortex' [DS9]; 'Caretaker' [VOY]) **SEE FILES 68, 69, 70, 71**

▲ **Starfleet procedure instructed that starships should enter, and maintain, a standard orbit upon arriving at a planet.**

Star Station India

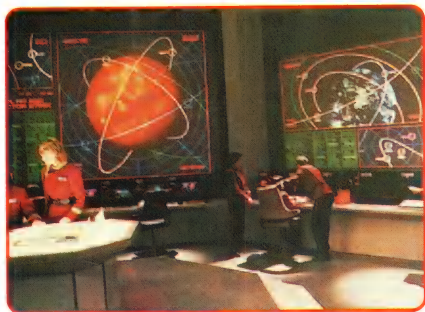
The **U.S.S. Enterprise NCC-1701-D** intended to meet a **Starfleet** courier at this **Federation** starbase in 2365, but it was delayed after receiving an emergency signal from the **U.S.S. Lantree NCC-1837**. (*Starship Log*: 'Unnatural Selection' [TNG]) **SEE FILE 69**

starbase

This name is applied to a multitude of **Starfleet** support facilities. More than 500 starbases provide legal, medical, scientific, recreation, organizational, and military services throughout the **Alpha Quadrant**. Some starbases are space stations, while others are located on the surface of planets. (*Starship Log*: 'The Cage' [TOS]; 'Encounter at Farpoint' [TNG]; 'Whispers' [DS9]) **SEE FILES 32, 67, 68, 69, 70**

starchart

These spatial maps provide detailed data about the position, orbit, and other properties of stars, planets, and cosmic phenomena within a given area of space. Primarily used for navigation, starcharts also aid strategic planning. (*Starship Log*: 'Balance of Terror' [TOS]; 'The Battle' [TNG]; 'The Search', Part I [DS9]; 'Parallax' [VOY]) **SEE FILES 68, 69, 70, 71**



▲ **Starfleet Headquarters in San Francisco on Earth features many large wall-mounted screens, which display starcharts and data on various spatial phenomenon.**

stardate

This method of coordinating time and dates aboard starships is used by the **Federation**. A stardate is expressed with a series of digits, and if necessary, a decimal point and one additional digit. (*Starship Log*: 'Where No Man Has Gone Before' [TOS]; 'Encounter at Farpoint' [TNG]; 'Emissary' [DS9]; 'Caretaker' [VOY]) **SEE FILES 68, 69, 70, 71**

stardrifter

This **Ferengi** beverage is served at **Quark's bar** on **Deep Space Nine**. **Kira Nerys** has been known to order a stardrifter; if things are going badly, she orders a double. (*Starship Log*: 'Babel' [DS9]) **SEE FILE 70**

stardrive section

This portion of a starship houses the engineering department, **warp engine**, **warp nacelles**, and **battle bridge**. The stardrive and **saucer module** sections of **Galaxy-class** starships can function independently. (*Starship Log*: 'Encounter at Farpoint' [TNG]) **SEE FILES 19, 25, 69, 78**

▶ **The stardrive section of a GALAXY-class starship contained most of the weapons systems, and was designed to provide cover to the saucer section.**



Starfleet

This organization was created in 2161 to develop, build, support, and operate starships for the **United Federation of Planets**. Starfleet's goals include the exploration of new worlds and new civilizations, as well as the defense of member worlds against hostile forces. (*Starship Log*: 'Where No Man Has Gone Before' [TOS]; 'Encounter at Farpoint' [TNG]; 'Emissary' [DS9]; 'Caretaker' [VOY]) **SEE FILES 7, 19, 68, 69, 70, 71**

Starfleet Academy

This school, whose main campus is located in San Francisco on Earth, prepares attendees for **Starfleet** careers over the course of four years' worth of teaching. Courses studied at the academy range from science to ethics. Prior to taking the four-day entrance exam, academy hopefuls take part in a six week **Preparatory Program** which assesses the students ability to think and act quickly under stressful conditions. Each year, the academy holds a marathon on **Danula II**. In 2323, **Jean-Luc Picard** became the only freshman ever to have won first prize. The academy's motto is "Ex astris, scientia," which translates as "From the stars, knowledge." (*Starship Log*: 'Where No Man Has Gone Before' [TOS]; 'Encounter at Farpoint' [TNG]; 'Emissary' [DS9]; 'Caretaker' [VOY]) **SEE FILES 19, 68, 69, 70, 71**



▲ **Starfleet Academy is situated in beautiful, landscaped surroundings, enhanced by San Francisco's warm climate.**

Starfleet battle simulation

SEE battle simulation, Starfleet

Starfleet brat

This phrase is used to describe children who are born and raised in **Starfleet** facilities because both parents have Starfleet careers. Being a Starfleet brat was part of **Valerie Archer's** false history. (*Starship Log*: 'In the Flesh' [VOY]) **SEE FILE 71**

Starfleet Command

The hierarchical structure of **Starfleet** decision-makers. Starfleet captains must obey local Starfleet Command representatives, who are often stationed at starbase outposts. Outposts report to Starfleet Command Headquarters in San Francisco on Earth, although starship captains may also contact headquarters directly. In 2375, the **Breen** mounted a devastating attack on the San Francisco facility. (*Starship Log*: 'Court Martial' [TOS]; 'Encounter at Farpoint' [TNG]; 'Emissary' [DS9]; 'Caretaker' [VOY]) **SEE FILES 7, 19, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80**

Starfleet Corps of Engineers

This branch of Starfleet brings practical expertise to bear on large or unusual tasks, such as preparing the **Regula** planetoid for use by the **Project Genesis** team, or designing a new **Runabout**. The group is also referred to as the **Starfleet Engineering Corps**. (*Starship Log*: *Star Trek II: The Wrath of Khan*; 'Non Sequitur' [VOY]) **SEE FILES 71, 73**

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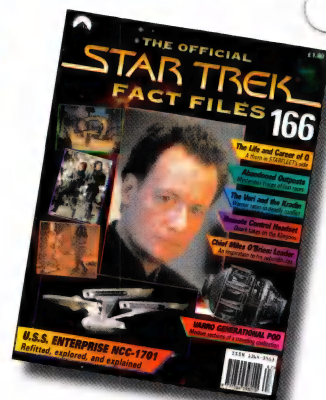
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STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4

CARD 2

THE RIGEL SYSTEM



STAR SYSTEMS

The Rigel system is densely populated by many strange and colorful cultures. From the warlike race on Rigel VII, to the feathered dancing girls of Rigel II, the region is an interesting place to visit.

One of the most heavily populated solar systems within the Federation's borders is the Rigel system. It is well known throughout the Alpha Quadrant as a place of colorful contrasts, some bright and enticing, others violent and hedonistic. The star Rigel – also known as Beta Orionis – is actually a double star, or binary pair. Its primary is a bright, blue-white, B-class Spectrum 8 sun, closely orbited by a

smaller 6.8 magnitude companion. Colloquially described as “a cosmic searchlight” by some human astronomers, Rigel can be observed with the naked eye from Earth, 900 light years away. It is the bright star that forms the bottom-right point of the constellation Orion.

Powerful star

A large sun, Rigel's luminescence is more than 50000 times as powerful as Sol. Most close-orbiting binary pairs have few life-bearing



Class-M planets, but Rigel is a rare exception with more than 12 worlds, at least five of which support life or house



Rigel VII is a beautiful world with a haunting landscape. The planet's impressive satellites can be clearly viewed in its violet-colored sky.

In the 2250's, the inhabitants of Rigel VII are rather violent. Their primitive technology is on a par with that of Earth's 17th century.

settlements. The Rigel system is also sometimes described as the Rigel colonies; as well as a population of at least two

native races, the system is home to settlers from other Federation worlds.

Rigel II is largely known for its wild night life and has become a popular destination for revellers and Starfleet officers alike seeking excitement and entertainment. Among the pubs and lounges of Rigel II are bawdy cabarets for which the planet is notorious, and these have been an off-duty attraction for Starfleet officers since the 2260's. An example of one of Rigel II's best known watering holes is the Barros Inn, described as “the wildest bar in the system.” Federation diplomat Curzon Dax frequented the inn until he was thrown out for setting fire to it.

CASTE SYSTEM

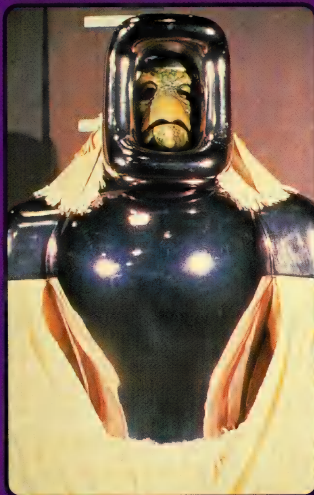
Master and servant

The Rigel system is home to the Rigellians, a race of amphibian humanoids evolved from creatures similar to Earth's snapping turtles. The Rigellians are involved in Federation activities, and several are present on Earth in 2271, during the newly-

refitted U.S.S. Enterprise NCC-1701's mission to intercept the intruder V'Ger. In an unusual caste system that has evolved over time, taller Rigellians hold the title of lord even though their shorter attendants exercise the real power.



The shorter of the native Rigellians act as attendants to their taller lords, even though they hold the real power on their world.



System	Rigel
Planets	12
Quadrant	Alpha
Star	Beta Orionis
Location	The Rigel star can be seen in the skies of Earth with the naked eye, appearing in the bottom right point of the constellation Orion.
Inhabited worlds	Five of the Rigel system planets are inhabited by myriad life forms.
Life forms	The system is home to a wide variety of life forms, many of which are humanoid.
Starship Log	STAR TREK: The Original Series 'The Cage'

Rigellian lords are tall in stature and appear to dominate their shorter attendants. Due to the vagaries of their planet's caste system, however, the lords are dependant upon their counterparts.

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GALAXY FACTS

▶ The viral strain known as **Rigelian fever** is a disease fatal to many humanoid species. It exhibits similar symptoms to the bubonic plague, and is curable only by a vaccine manufactured from the rare mineral compound **ryetalyne**.

▶ The related infection **Rigelian Kassaba fever** affects those with copper-based blood composition, and requires injections of **stokaline**.

Rigel IV, a largely arboreal, agricultural world, is noted for its botanical and agronomic prowess. In the 2370's, the planet is frequently the location of conferences on hydroponics and other methods of plant husbandry, stemming perhaps from the natives' history of sowing and reaping using simple implements such as the knives of the **Argus River** region. Rigel IV also has a darker page in its history, however. Circa 2266, a killer named **Beratis** murdered several young women, before leaving to continue his violence on **Argelius II**. Beratis was later discovered to be an energy being that had conducted killings all over the Galaxy, stretching back as far as 19th-century Earth.

Savages

Rigel VII is home to a race of humanoids, who are warlike and violent in temperament. In 2254, a Starfleet landing party, led by **Captain Christopher Pike**, are savagely attacked by local warriors under the command of a warlord named **Kaylar**,

▶ **Rigel XII** is an inhospitable **Class-M** planet, home to a small Federation mining station. The planet's one redeeming quality is that it is rich in lithium crystals, which are needed to fuel Starfleet's powerful starships.



resulting in three deaths and seven serious injuries.

In the 2250's, Rigel VII appears to have a level of technology equivalent to 17th-century Earth, but by the late 2360's the planet has developed computer science comparable to the rest of the Federation. Rigel VII still remains vulnerable to outside attack, however, as evidenced by a planet-wide computer crash later engineered by **Rao Vantika**, a wanted **Kobliad** criminal. Despite its checkered history, many parts of Rigel VII are stunningly beautiful, and the dramatic skyscrapers created by the close orbit of the planet's large blue-gray satellite inspire the popular song **'Moon Over Rigel VII.'**

Lastly, as one of the most distant worlds from the binary star, **Rigel XII** is an inhospitable planet notable only because of the lithium mining facility on its surface.

Orion origins

Some Federation xenanthropologists believe the Rigel system may once have been home to the humanoid race known as the **Orions**. This group is notorious for its racial disposition toward criminal activity such as slave trading – the sensual **Orion slave girls**, for example, are highly sought after.

Starfleet Command honors the Rigel system by naming a class of starship after it. Among the **Rigel-class** ships that have served in Starfleet are the **U.S.S.**

Akagi NCC-62158, part of the **Romulan** blockade in 2367, and the **U.S.S. Tolstoy NCC-62095**, which was lost with all hands in battle with the **Borg** at **Wolf 359** in 2366. Starfleet often sends teams of its top cadets to participate in the **Rigel Cup**, a Federation aerobatic competition of great prestige.

▶ An energy-based life form plagues **Rigel IV** in the body of a killer named **Beratis**. After killing several women, the being then travels to the planet **Argelius II** in the body of city administrator **Hengist**.



▶ The amusement park planet recreates two cabaret girls whom **Dr. McCoy** remembers from **Rigel II**.



The Guide to the STAR TREK Galaxy

FILE 4 CARD 2

THE RIGEL SYSTEM



STAR SYSTEMS



STAR SYSTEMS

▶ In 2267, an alien doomsday weapon, the **PLANET KILLER**, is on a course heading toward the **Rigel colonies**. It is stopped by the crew of the **U.S.S. ENTERPRISE NCC-1701**.



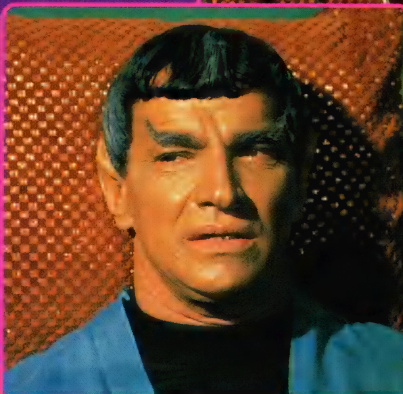
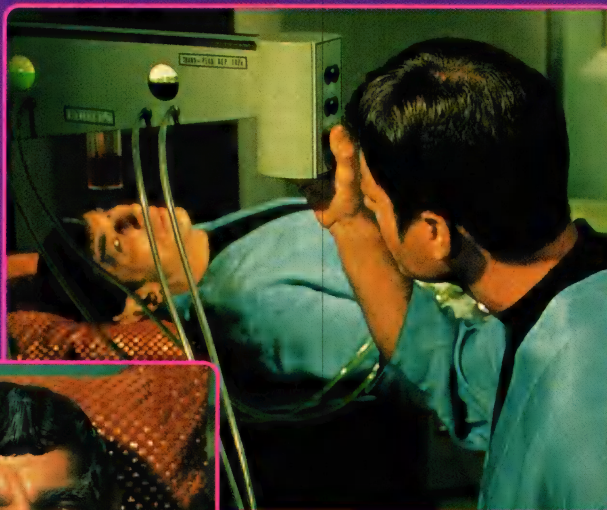
THE MEDICAL MIRACLES OF RIGEL V

Blood regeneration

Rigel V enjoys a positive reputation. It is home to one of several intelligent species in the Rigel system: **Rigel V's** populace are humanoids whose physiology bears a marked similarity to that of the **Vulcan** race, no doubt due to a similar copper-based blood chemistry. Medical researchers on **Rigel V** make a breakthrough in the 2360's, with the development of an experimental drug that accelerates the

production and replacement of blood elements. In 2267, this medicine is instrumental in saving the life of **Vulcan Ambassador Sarek** during a heart operation conducted aboard the **U.S.S. Enterprise NCC-1701**. Sarek belongs to the rare type **T-negative** blood group; **Dr. Leonard McCoy** therefore must use the experimental drug to stimulate the **Vulcan's** ability to produce more blood.

▶ **Ambassador Sarek's son, Spock**, has the same rare blood group as his father. He agrees to a life-giving transfusion to save **Sarek's** life. **Dr. McCoy** warns that the surgery is risky, but fortunately both **Vulgans** survive the operation.



▶ One of **Sarek's** heart valves fails while the ambassador and other delegates travel to a conference on **Babel**. **Dr. McCoy** has no supplies of **Sarek's** blood group on board, and is forced to use an experimental drug from **Rigel V**.



THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7

CARD 4



THE UNITED FEDERATION
OF PLANETS

FEDERATION JUSTICE

The **Federation Constitution** regulates the brand of justice meted out by the **United Federation of Planets**. The interplanetary organization takes care to respect the inalienable rights of every member race.

As an interstellar nation governed by a charter of laws and regulations, the **United Federation of Planets** and its citizens are guaranteed a number of inalienable rights, as listed in the **Federation Constitution**. This historic document, created in 2161, sets out the means by which members of the Federation are to govern, police, and protect their worlds. It also provides for a number of important individual civil liberties, such as those listed in the **Seventh Guarantee**, which protects a Federation citizen against self-incrimination. The Constitution is the concrete foundation on which the greater moral

principles of the Federation stand. Foremost among those principles is the right to swift and clear equity; this is spelled out in the wording of the **Federation Code of Justice**, which promises (along with several other provisions) that all criminal suspects are to be considered innocent of misdeeds until proven guilty, and if proven innocent, are to be set free and absolved of all charges against them.

Fair justice

The Federation's view of what does and does not constitute justice is quite liberal when compared with – for example – the greed-oriented codes and by-laws of the **Ferengi Alliance**, or the bureaucratic nature of

the **Cardassian** judiciary.

Cardassia's legal system works from the assumption that any defendant is already guilty, and has no choice but to surrender themselves to predestined magisterial proceedings. Ferengi law, when not concerned with trade legislation and business practices, is flexible to a degree dependant on how much **latium** the accused possesses. Both of these alien legislatures govern their societies to greater and lesser degrees, and show a markedly different approach to morality and ethics than the Federation.

In a Federation courtroom, the defendant cannot be oppressed because of their weakness, prejudged, or allowed to

Real proof

The Federation always considers a defendant innocent until proven guilty – even when they are accused of a crime as serious as murder.



Impartial

Federation citizen Jadzia Dax is fairly tried by an impartial Bajoran tribunal in 2369.

influence the judiciary system. It is the rule of law – and that alone – by which they are judged.

Federation law makes provision for a number of levels of legal justice, from the planetary courts and individual laws of its member worlds, up to the higher courts for crimes of great import or interplanetary and interstellar interest. These judicial forums

include the **Federation Grand Jury**, a body of independent figures who appraise legal cases to ascertain if indictments are required, and at the highest level, the **Federation Supreme Court**. The Federation encompasses all its citizens under the umbrella of its justice system, including those serving aboard **Starfleet** vessels. Military

CRIME AND PUNISHMENT IN THE DELTA QUADRANT

Janeway's justice

Stranded 70000 light years from home, the crew of the **U.S.S. Voyager NCC-74656** encounter many new civilizations, each with its own unique code of justice. Adding these experiences to their cultural database is, in many ways, as important an endeavor as charting new star systems and stellar phenomena, as such justice systems are of great interest to Federation sociologists and anthropologists.

In keeping with **Starfleet** protocol,

Captain Janeway will do everything she can to prove the innocence of her officers, if and when they fall foul of alien legal systems, but must not stand in the way of local justice being done – even if the result is the likely death of the accused. **Voyager** crew members have been accused of everything – including murder, spreading violent thoughts, and terrorism – but so far Janeway has always been able to exonerate her officers.



▶ *The Baneans punish murderers by implanting them with the final thoughts of their victims, and then forcing them to relive these memories every 14 hours.*

▶ *The reputation of arms merchant Kavin is sullied when he is suspected of violating Seven of Nine. The former Borg accuses him of stealing her nanoprobes.*



▶ *B'Elanna Torres is accused by the Mari of spreading violent thoughts among their peaceful populace. The chief engineer is sentenced to an engramatic purge.*



▼ In 2365, the wily merchant Thadiun Okona draws the U.S.S. ENTERPRISE NCC-1701-D crew into an interplanetary dispute between the Straleb and the Altec. The feud is settled thanks to the diplomatic skills of Captain Jean-Luc Picard.



THE UNITED FEDERATION OF PLANETS

The Guide to the STAR TREK Galaxy

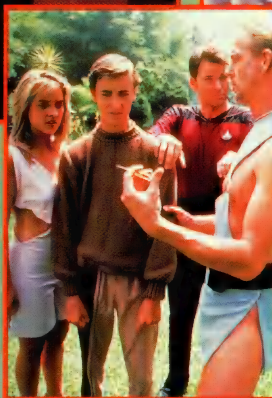
FILE 7

CARD 4



THE UNITED FEDERATION OF PLANETS

FEDERATION JUSTICE



courts therefore follow a model very close to the civilian one, where a court comprises a learned judge, a prosecutor, and council for the defence, as well as a jury and an impartial computer.

Alien principles

The Federation's laws, as well as its moral and ethical considerations, sometimes come into conflict with diverse alien species who consider them to be invalid or objectionable.

On occasion, Federation citizens under criminal charges are placed on a demand of extradition to

a foreign power, and the Federation's set laws must be interpreted in accordance with the situation at hand. In 2369, on Stardate 46910, Jadzia Dax, a Trill Starfleet officer and Federation citizen, is remanded to a Bajoran court on space station *Deep Space Nine* to

▼ In 2366, Commander Riker is tried for the murder of Tanugan scientist Dr. Nel Appar.

▼ Federation citizen Wesley Crusher unwittingly breaks the Edo law. According to their code of justice, he is sentenced to death.

answer charges of murder. Jadzia, the then-current host of the Dax symbiont, is held responsible for crimes alleged to have been committed by a former host, Curzon. Dax stands accused of the murder of General Ardelon Tandro. The partisan Bajoran judgment

of the case assists the situation, whereas a Federation court might have inflamed it, but also places the burden of proof squarely on the accused.

Later, in 2372, Jadzia's colleague Chief Miles O'Brien falls victim to an alien judicial system. According to Argrathi law, O'Brien is found guilty of espionage and sentenced to a 20-year virtual reality prison sentence.

The wrath of a God

The Federation's consideration of what constitutes justice has come under severe tests on several occasions. In 2366, on Stardate 43152, the crew of the U.S.S. Enterprise NCC-1701-D encounter the being known as Kevin Uxbridge, a near-omnipotent Douwd life form masquerading as a human and living on Delta Rana IV. In a fit of anger,

GALAXY FACTS

▼ In 2267, Captain James T. Kirk stands trial for the death of Records Officer Ben Finney. He is the first Starfleet captain to be tried in court martial proceedings.

▼ In 2373, Richard Bashir, father of *Deep Space Nine*'s Dr. Julian Bashir, is tried before the Federation Supreme Court. He is found guilty of illegal genetic engineering.

after an attack on the planet by the Husnock that left his human wife Rishon and the other residents dead, the Douwd used his powers to completely annihilate the entire Husnock species. For a crime of such incalculable magnitude, Captain Jean-Luc Picard remarks that the Federation has no means by which to judge him – or indeed, by which to enforce any judgment. At other times, the Federation has been faced with brutal crimes that force incarceration, but the sentence of death is morally abhorrent to the nature of the Constitution, except in the most extreme cases. Instead, criminals representing a clear and present danger to the Federation are imprisoned in secure penal colonies, including Elba II, while less critical prisoners serve their time at such facilities as the New Zealand Penal Settlement on Earth.

STARFLEET IN THE DOCK

Klingon courts

The Klingons favor expeditious and brutal justice – their core intent is that “the strong will make the law.” *Deep Space Nine* is the site of such a legal situation in 2372, when a demand for the extradition of Lt. Commander Worf is heard in open court. Worf is a Federation citizen, but he is also a Klingon and, in this instance, the court follows the style of the Klingon forum. Worf stands trial for the destruction of a civilian transport. The Federation allows the tribunal to

proceed, even though the constitutional legality of the situation is unclear. Worf's acquittal may be due in part to his knowledge of both Federation and Klingon law. The latter is perhaps the legacy of his grandfather, Colonel Worf, who acted as a legal counsel for Captain Kirk and Dr. McCoy on the Klingon homeworld in the early 2290's.

▼ In 2293, Captain Kirk and Dr. McCoy stand accused of Chancellor Gorkon's murder. They are defended by Colonel Worf in a mere ‘show trial.’



▼ Starfleet's Klingon officer Worf is held responsible for the destruction of a civilian transport. He is tried by a Klingon advocate, Ch'Pok.



▼ Federation citizens are sentenced to death on Angel One. Starfleet officers argue that teleporting them away will have the same effect of removing them from the society whose ethics they have violated.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 107



OTHER GROUPS
AND RACES

THE TARELLIANS

The survivors of the **Tarellian war** carry with them the fallout of a world run amok. These plague-ridden refugees become hated Galactic outcasts, refused sanctuary by all other races. The **Tarellians** are almost hunted to extinction by those who fear their deadly infection.

The **Tarellians** are a near-extinct humanoid race with a dire and tragic history of self-destruction and persecution. By the year 2364, only eight survivors of this once thriving, intelligent race remain in the Galaxy.

According to their own oral history, the **Tarellians** still live with the ongoing consequences of an apocalyptic battle that occurred many years earlier. The war took place between the inhabitants

of the planet **Tarella's** two major land masses.

The conflict, known as the **Tarellian war**, culminated in the development of a deadly and infectious virus that was used as a biological weapon. The sole purpose of the virus was to enable one rogue faction to conquer or else destroy the other, but its creation resulted in the eradication of not only the intended victims, but the aggressors as well – both warring factions became infected with the same fatal illness

immediately after the deployment of the devastating virus. Shortly thereafter, all humanoid life forms dwelling on the **Class-M** planet began to die.

Contaminated

Those few survivors who managed to escape from the doomed planet **Tarella** fared little better than the **Tarellians** who chose to stay behind. Some traveled to other worlds, but their journey proved short-lived as



▲ Only eight survivors remain of the **Tarellian civilization**. The race annihilated itself through biological warfare.



▲ **TARELLIAN PLAGUE VESSELS** are feared throughout the Galaxy, because of their plague-ridden crews.

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- 101 THE TARESIANS

SEE OTHER FILES...

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DREAM LOVER

Psychic link

Unknown to the dying **Tarellian crew**, a psychic link exists between one of their number, **Ariana**, and **Dr. Wyatt Miller**, a specialist in biological viral analysis. Miller is the fiancé of **U.S.S. Enterprise NCC-1701-D** ship's Counselor **Deanna Troi**, and is currently traveling aboard the Federation starship. The doctor has seen visions of an unknown woman all his life; he believed it was **Troi**, as they were betrothed at a young age, and is shocked to discover that this is not the case when he finally meets **Deanna**. He later sees **Ariana** on the viewscreen of the bridge, and realizes she is the woman he is destined to be with. **Ariana** has actually been in telepathic contact with **Miller** for many years. **Wyatt** decides to beam aboard the **Tarellian Plague Vessel**, in the hope that he will be able to find a cure for **Ariana** and her race.

▼ **Wyatt Miller** is haunted by the image of a beautiful woman, whom he believes he is destined to be with. He has dreamed of her all his life.



▼ **Ariana** is the woman of **Wyatt Miller's** dreams. Unfortunately, she and her race are dying of a terrible disease.



Planet Tarella
Class M Quadrant Alpha
Inhabitants Tarellians

Past history The **Tarellians** were once a great and thriving race. Their oral history tells of an apocalyptic battle that destroyed their civilization.

Surface The planet's surface consists of two major land masses, the inhabitants of which virtually annihilated each other through biological warfare.

Life Forms By 2364, only eight members of this race remain.

Star Trek Log STAR TREK: THE NEXT GENERATION "Haven"



▲ **Dr. Wyatt Miller** volunteers to beam aboard the **TARELLIAN PLAGUE VESSEL**.

they carried the virus with them. The Tarellian refugees who lived long enough to reach other worlds only succeed in infecting other races before dying in agony themselves.

Hated outcasts

As a result of this deadly, incurable virus, Tarellians become feared and hated wherever they go. Even those members of the plague-ridden race who try to avoid civilized worlds are eventually hunted down, and destroyed by species who fear uncontrolled outbreaks of disease. Finally, only eight survivors remain alive. They survive only because no outsiders have yet encountered their ship.

The eight remaining Tarellians are longtime



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 107

THE TARELLIANS



OTHER GROUPS
AND RACES



▲ *Through the generosity of Dr. Wyatt Miller, and the promise of 24th-century medical technology, Ariana and her fellow Tarellians regain their hope for a brighter, lasting future.*

▶ *The leader of the Tarellians, Commander Wrenn, hopes that his crew will find peace and healing on Haven.*



space travelers. Over time, damage to their ship has left them without warp speed capability; now, the vessel can make only slow progress at subwarp speeds, leaving its crew vulnerable to attack. Under the control of **Commander Wrenn**, the ship has been heading in the direction of **Beta Cassius**, a Class-M planet also known as **Haven**, due to its remarkable beauty and tranquillity.

The Tarellians are drawn to the planet because it is rumored to have mystical healing powers. By the time they reach the planet's

atmosphere, however, it is almost too late for the unfortunate crew, which includes Wrenn and his daughter, **Ariana**. It is the Tarellians' intention to find an isolated corner of the planet away from the other inhabitants – perhaps at the edge of a vast sea – where they can either be healed by the planet's natural properties, or else die peacefully in its calm environment. The Tarellians choose to make no attempt to communicate with the government of Haven as their ship approaches the planet, fearing that

the inhabitants will ask them to leave once they learn their identity.

Condemned crew

The dying crew's fears are proved correct. The inhabitants of Haven wish to have nothing to do with the plague-carriers, and request help from the **U.S.S. Enterprise NCC-1701-D**. Haven's chosen representative, the **Electorine Valeda Innis**, demands that **Captain Jean-Luc Picard** destroy the **Tarellian Plague Vessel**, to prevent it from

GALAXY FACTS

- ▶ **The last known Tarellian Plague Vessel was destroyed by the Alcyones eight years earlier. Since that time, the race has been believed to be extinct.**
- ▶ **The plague-ridden Vidiian race are feared across the Delta Quadrant, but unlike the Tarellians they are the hunters, not the hunted. The Vidiians seek out others in order to harvest their healthy organs.**

approaching her people's beautiful planet.

The Electorine's request puts Picard and his crew in the middle of a difficult moral dilemma, as the fate of a supposedly extinct race hangs in the balance. The **Federation's** treaty with Haven requires **Starfleet** vessels to help the planet in times of danger, since it has no defensive capabilities of its own. To complicate matters further, Federation policy also demands that the **Enterprise** help all life forms in need, which definitely includes the vulnerable and friendless Tarellians.

Hope for a cure

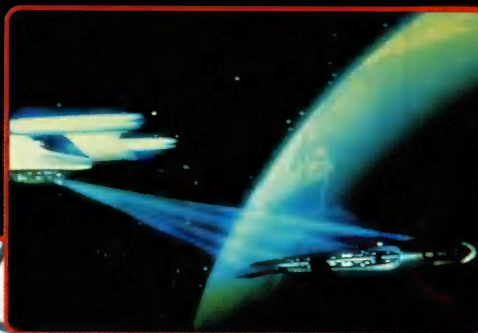
The potentially volatile situation between Haven and the Tarellians is resolved when **Dr. Wyatt Miller**, a specialist in biological viral analysis currently aboard the **Enterprise**, selflessly beams aboard the **Tarellian Plague Vessel**. Dr. Miller is keenly interested in the Tarellians and their tragic fate, and transfers to their ship knowing he will never be allowed to leave it. He plans to stay with the survivors and try to find a cure for their illness. It is not yet known how much success he has had in this endeavor. Ultimately, the Tarellians' complex history, culture, and biology serves as a warning for other races who engage in war without fully understanding its consequences.

UNWELCOME VISITORS

No Haven

In 2364, an unidentified vessel approaches the beautiful planet Haven. First Electorine Valeda Innis asks Captain Picard and the crew of the **U.S.S. Enterprise NCC-1701-D** for assistance in the matter. Innis worries that the communications silence is indicative of hostile intent, while the Tarellians, whose ships have been destroyed in the past, most likely fear the same sort of reprisal. When Picard and his officers work out the true identity of the **Tarellian Plague Vessel**, they are duly shocked, especially as they are also unable to get any response from the vessel when they try to make contact.

As the **Plague Vessel** and its skeleton crew draw closer to Haven, it becomes exceedingly clear that the inhabitants of the planet are as ready to persecute the ailing Tarellians as every other race the refugees have encountered.



▲ *Rather than simply destroying the Tarellians, the **U.S.S. ENTERPRISE** tries to drag their vessel away in a tractor beam.*

▶ *First Electorine Valeda Innis fears that the Tarellians could "turn this wonderful world of ours into a graveyard."*

SHIP:

U.S.S. ENTERPRISE NCC-1701-A

FACILITY:

SICKBAY

LOCATION:

DECK 7

The extensive redesign carried out on such *Constitution*-class vessels as the *U.S.S. Enterprise NCC-1701-A* extends to many high profile systems, and includes the very latest advances achieved by **Starfleet Medical** researchers. The basic elements required to offer effective and efficient medical care to the ship's crew remain the same, while the overall design of the *Enterprise-A*'s sickbay is a study in careful patient-oriented design, offering ease of use for the medical staff working within.

The sickbay is small and compact, yet its careful design gives **Chief Medical Officer Dr. Leonard McCoy** all the facilities he will require to meet the majority of emergencies during a mission. Situated on Deck 7, the sickbay is located very close to the main personnel transporters, so that injured parties can reach the facility, and therefore treatment, as quickly as possible from inside or outside the ship.

Access to the sickbay is made through a large set of translucent double doors. These allow medical staff working inside to see when personnel are approaching from the outside, but does not reveal the interior of the facility to passersby in the corridor. The doorway to sickbay is also much wider than the single doors used in the rest of the ship, giving plenty of room for a patient on a stretcher to enter the facility, while still receiving emergency treatment by personnel on either side of them. The area is clearly identified by the **Starfleet Medical Corps** emblem on both doors.

Electronic sounds are widely used by

Starfleet to notify the operation of many systems, but the sound of sickbay's doors is deliberately muted in order to reduce the amount of disturbance experienced by patients inside the unit.

The most dominant feature of the *Enterprise-A*'s roughly circular sickbay is a centrally located operating table. Careful use of space means that there is a great deal of room for an operating team to work around the two-meter-long table from a number of directions; in cases of emergency, the injured person can be through the doors and onto the table in seconds, saving valuable and potentially life-saving time. When it is not in use, the narrow, shiny black table is covered in a light blue Starfleet dust cover with the Starfleet symbol embossed in dark blue in its center, keeping it clean for when it is required. The floor of sickbay is made of metallic plating, which has a series of small raised bumps to create an easy to clean, non-slip surface for the medical team.

Diagnostic beds

After receiving treatment on the main table, a patient can be quickly transferred to the latest version of Starfleet Medical's diagnostic beds, a number of which are located around one half of the room's periphery. Similar in design to the beds found on the original *Constitution* class, they contain a number of refinements in design that show the level of sophistication achieved in a few short years of development.

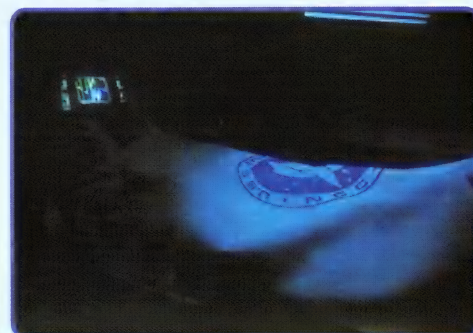
The bed itself is still around two meters in total length, and is made of the same material as the operating table. It is around one meter in height, allowing an attending physician easy access to the patient. The patient is made as comfortable as possible with the use of supportive pillows, and directly above them is the latest version of the diagnostic readout unit, which has been reduced in size and lowered to just above the patient's head at the top of the bed.

The diagnostic screen is split into three main sections, and gives the medical staff a wide range of information on the condition of their patient. On the left hand side is a series of touch-sensitive buttons, enabling further data to be requested. The right hand side has another, narrower series of controls flanking the main readout screen, which uses computer animations to simulate a visual representation of the patient's brain activity and heart rate. This panel is accompanied by a soft audio signal that alerts the attendant medical officer to any change in condition while they are away from the patient. In addition, a series of narrow lit bands above the beds may show the medical team, at a glance, whether they are currently occupied.

Further patient consideration in the design of sickbay is evidenced by the sound-absorbing cross-hatched materials which cover the



The beds in sickbay stand at about a meter in height, thus allowing the patients to be easily reached by the attending doctors or nurses.



The patients are made comfortable with the use of such traditional items as blankets, which display the Starfleet crest.

bulkhead walls to the rear of the patient, and the slightly protruding walls that separate the individual beds into shallow bays. The use of lighting is particularly well-designed within sickbay – the main lighting can be dimmed completely, but even when the diffuse units are at full luminosity from the high ceilinging center section, the upper part of the patient is left in partial shadow so as not to disturb their recovery. At night only the middle section of the beds are lit by a soft spotlight, often picking out the Starfleet crest on the blankets covering the patient. If patients wish to have more illumination, a nearby switch activates a soft but bright light, which bathes the upper part of the bed in a warm glow.

Overall layout

The wall opposing the beds houses a number of stand alone consoles and bulkhead mounted units, which contain further medical instruments. Some remain active all of the time, while other, more specialized units are only utilized when required. Portable monitors and smaller pieces of equipment are easily attainable, and the entire sickbay layout is based on ease of use for the medical staff. Ergonomically designed, it is an excellent example of how to make the environment ideal for those who have to work in it every day, while also allowing the recovering patients to be as comfortable and undisturbed as possible.



The diagnostic beds are provided with an additional night light above the upper part of the bed, which the patients can easily turn on from a nearby switch.



In 2293, Lt. Valeris enters the *U.S.S. ENTERPRISE*'s sickbay, in a failed attempt to murder yeomen Burke and Samno.

U.S.S. ENTERPRISE NCC-1701-A: SICKBAY

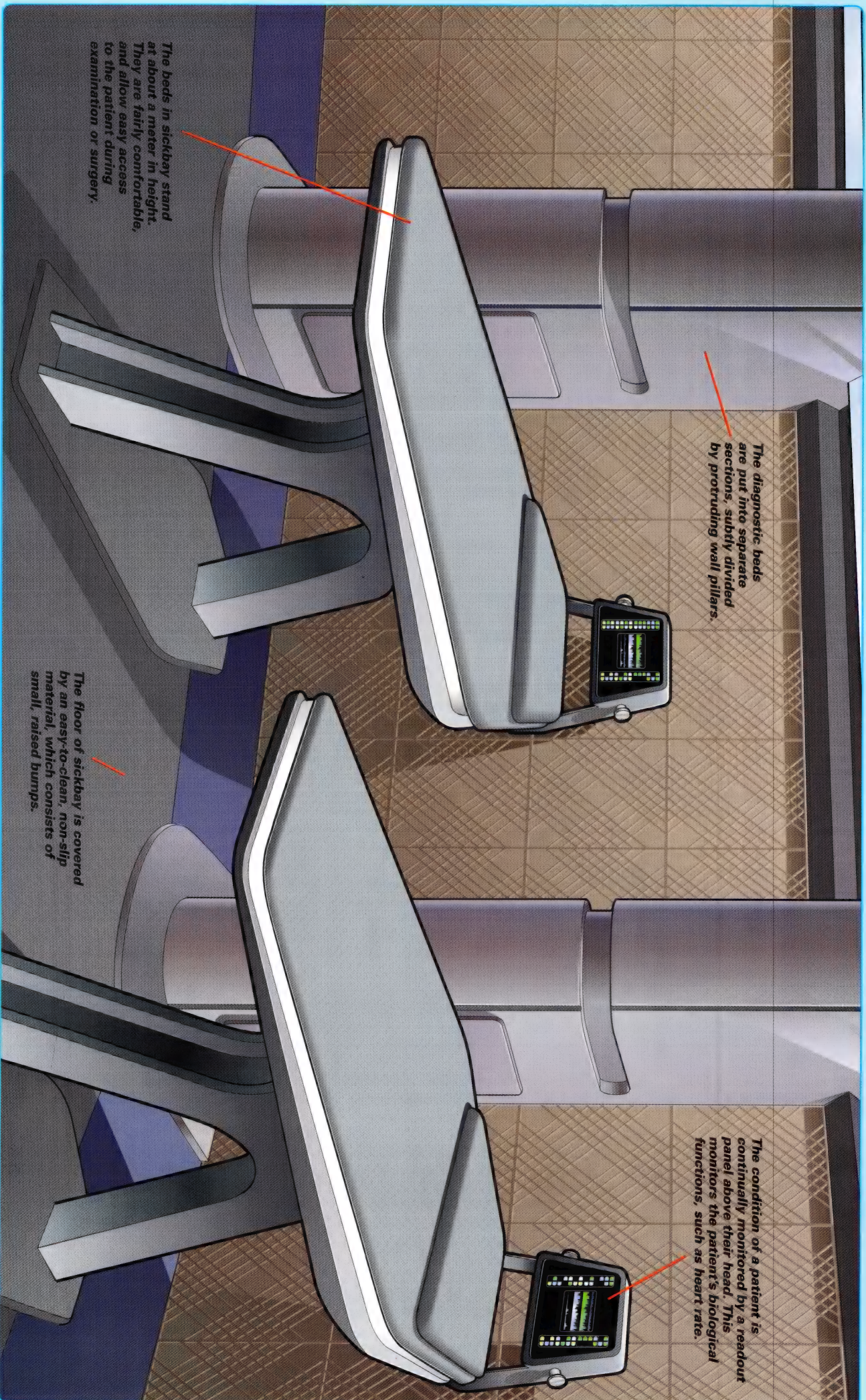


The diagnostic beds are put into separate sections, subtly divided by protruding wall pillars.

The condition of a patient is continually monitored by a readout panel above their head. This monitors the patient's biological functions, such as heart rate.

The beds in sickbay stand at about a meter in height. They are fairly comfortable, and allow easy access to the patient during examination or surgery.

The floor of sickbay is covered by an easy-to-clean, non-slip material, which consists of small, raised bumps.





Tasha Yar: Background

Lt. Tasha Yar finds security and happiness in Starfleet, but she never forgets the horrifying and painful years she spent growing up on the shattered colony world Turkana IV, with her younger sister, Ishara.

Natasha Yar lives a short but eventful life. Her adult years – before her untimely death at the hands of the malevolent creature

Armus – are spent serving in **Starfleet**, and these she counts as by far the happiest of her life. As a courageous and fiercely devoted security officer, Tasha finds responsibility, friendship, and a sense of belonging she has never known before, along with the opportunity to put the lessons learned in her disastrous childhood to good use.

Tasha was born against a backdrop of violence and terror, on the Earth colony **Turkana IV**, in 2352. The colony had already been a dangerous place for a

decade and a half, with factions engaging in endless skirmishes as they vied for power. Around the time of Tasha's birth the government fell apart, and the colony fell into lawlessness, as police powers were given to the two strongest cadres, known as the **Alliance** and the **Coalition**. Diplomatic relations with Earth were soon severed.

Orphaned

The frightened young girl became an orphan at the age of five. Her parents were killed in crossfire between the cadres just after her sister, **Ishara**, was born. Some people took care of the girls for a few months, but then one day Tasha came home and they were gone. She never

PROFILE ON TASHA'S FAMILY

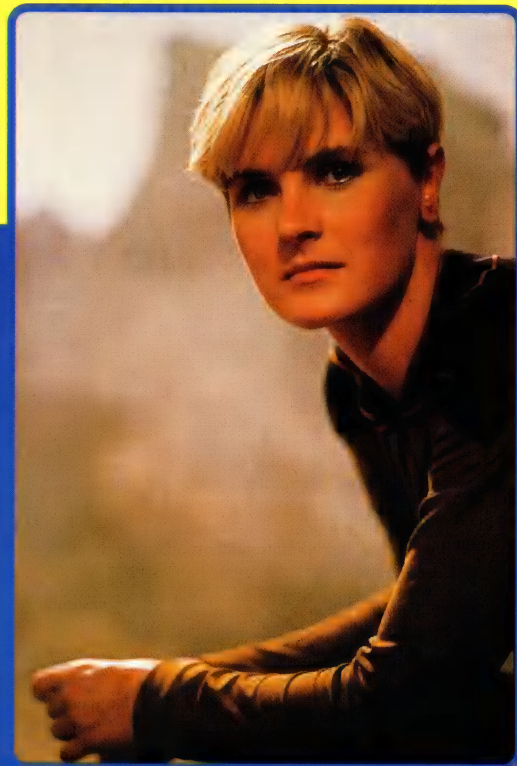
BORN: Natasha Yar was born on the Earth colony of Turkana IV, in 2352.

FAMILY: Tasha and her younger sister, Ishara, were orphaned in 2357.

CHILDHOOD TRAUMAS: At the age of five, Tasha took charge of looking after herself and raising her younger sister amid a planet torn apart by political conflict, and where violent rape gangs prowled the ruined cities.

PETS: Tasha adopted a stray kitten whom she protected and loved.

ESCAPE: Tasha eventually escaped from Turkana IV and joined Starfleet.



▲ After a traumatic and violent childhood, Tasha Yar grows into a strong and determined young woman. She takes control of her own life when she joins Starfleet, and carves out a successful career aboard the **U.S.S. ENTERPRISE**.

PAINFUL PAST



★ **Feline friends**
Tasha remembers how she became attached to stray cats, feeling that at least she could protect these defenseless creatures.

★ **New family**
Tasha joins Starfleet in 2352 and forges a successful career. She eventually finds a new family on board the **ENTERPRISE**.

★ Vivid memories

Tasha has a vision of the cat she adopted when the **U.S.S. ENTERPRISE** is sent into another Galaxy.



found out what happened to them. Tasha looked after her sister and, as they grew up together, they learned to survive by picking their way through the ruins of the surface cities and, later, the underground structures that extended nearly three kilometers beneath the city.

Tasha quickly became proficient at avoiding the marauding rape gangs that stalked women at night, terrifying their prospective victims with taunts. She found hiding places in sewers and tunnels.

Political alignment

The Alliance and the Coalition ran half the colony each, and it became imperative for young people to join one or the other as they grew up – it was the only security or family on offer. Tasha hated the cadres,



Tasha Yar: Background



★ Two sides

Ishara is welcomed by her sister's former comrades. They are later disappointed to learn that she is not to be trusted.

★ Unexpected meeting

In 2367, the ENTERPRISE visits Turkana IV. The crew are surprised to encounter Tasha's younger sister, Ishara Yar, who is a member of the Coalition.

however, blaming them for the deaths of her parents, and indeed the planet's whole situation. She resolved to leave Turkana IV as soon as she had the chance. She wanted her sister to go with her, but Ishara had already decided to join the Coalition. No help was available from outside the



"You all know where I came from, and what my life was like before ... You are my family."

— a recording made by Tasha, heard by her friends after her death.

colony – Turkana IV was unable to maintain communications, and the leaders of the cadres warned orbiting vessels that any outsiders visiting the colony would be killed. Tasha nevertheless made good her escape in 2352, at the age of 15. She would count herself lucky for the rest of her life.

New life

The determined young woman made it through **Starfleet Academy**, and then devoted her life to protecting the **Federation**, and practicing its philosophies of altruism and exploration. She is, however, never able to leave her disturbing early years behind – when she experiences a flashback of hiding from the rape gangs in early 2364, the memory clearly still traumatizes her. She also never speaks of Ishara, even to close friends aboard the **U.S.S. Enterprise NCC-1701-D**, such as **Lt. Commander Data**. In one unguarded moment, however, she confides that what she wants most

of all now is gentleness, joy, and love.

Tasha's background has influenced her in many ways. She is very receptive to other people's pain; when the blind **Geordi La Forge** is infected with a variant of the **Psi 2000** virus, and appeals to her to help him see properly, Tasha puts aside her discomfort to assist in any way she can. She herself falls victim to the virus, and tells **Counselor Deanna Troi** that she envies her beautiful clothes and feminine nature. Much later, she informs Deanna that she has learned from the counselor that she can be feminine without losing her strength.

Tasha Yar never had a proper family or father figure, but in her *Enterprise* colleagues, and **Captain Jean-Luc Picard**, she finds something akin to both. She is grateful to Starfleet for taking an angry, frightened young girl and tempering her, and she comes to love her life in a way she once never thought possible.

ISHARA YAR

Tasha's sister

Ishara Yar is a very different person from her elder sibling. People who knew her sister note that a particular look on Ishara's face is reminiscent of Tasha, but with this, and the shared pain of their childhood, the similarity ends. Ishara does not even remember what her sister looked like, even though she was 10 when Tasha left Turkana IV.

Ishara is a fighter. She joined the Coalition as soon as she was old enough, feeling that Tasha was running away from the problem. She is practical, decisive, and courageous, and has gathered a lot of information about the opposing Alliance's territory in daring raids. She has lived a harsh life, and insists on positive action, regardless of safety or convenience.

When the **U.S.S. Enterprise NCC-1701-D** visits Turkana IV in 2367 – to retrieve survivors from a life capsule – Ishara Yar is chosen as the liaison between the Coalition and the Federation. She interacts easily with the *Enterprise* bridge officers, playing on their fond memories of Tasha, and virtually becomes an active member of the crew. She appears vulnerable, inquisitive, and makes a show of wanting to know about her sister and the way she died. She establishes a particularly close relationship with **Lt. Commander Data**, who regarded Tasha as a good friend, and claims that had

she known what Starfleet was like 15 years ago, she might have made a different choice with her life.

How much of this is a facade is, however, unknown. Ishara's true agenda is to gain the trust of the *Enterprise* crew, so that they will surgically remove the proximity implant common to members of all cadres. She can then slip undetected into the Alliance headquarters and deactivate its defenses. Her duplicity is discovered by **Data** and she is overpowered before executing the plan, but Ishara justifies her actions by saying that the Coalition is all she had for 15 years. They gave her a life, and she does not mind dying for them.

Ishara maintains that she honestly feels **Data** is the closest thing she has ever had to a friend, but the phaser she later turns on him is still set to kill. It takes the *Enterprise* crew some considerable time to reconcile this bitter experience with their affectionate memories of their late comrade, Tasha.

▶ Almost friends

Ishara and the android officer Data appear to become friends. The friendship is no doubt sincere on Data's part, as he sees in Ishara his good friend – her older sister Tasha.



▶ Hidden agenda

After Ishara comes aboard the U.S.S. ENTERPRISE, her proximity implant is removed so she can enter Alliance territory.





Data's Triumphs

Starfleet's only android officer has experienced a number of triumphs in his personal and professional life. These have served to aid him in his effort to understand, and strive to become, more human.

As the only artificial humanoid of his kind in operation, **Data** is a unique being, a triumph of engineering. In spite of his singular nature, the android is driven by his own needs and desires to go beyond the mere act of existing, and strive for greater things. As a highly extraordinary and unique being, Data has managed a catalog of triumphs over the myriad challenges set before him.

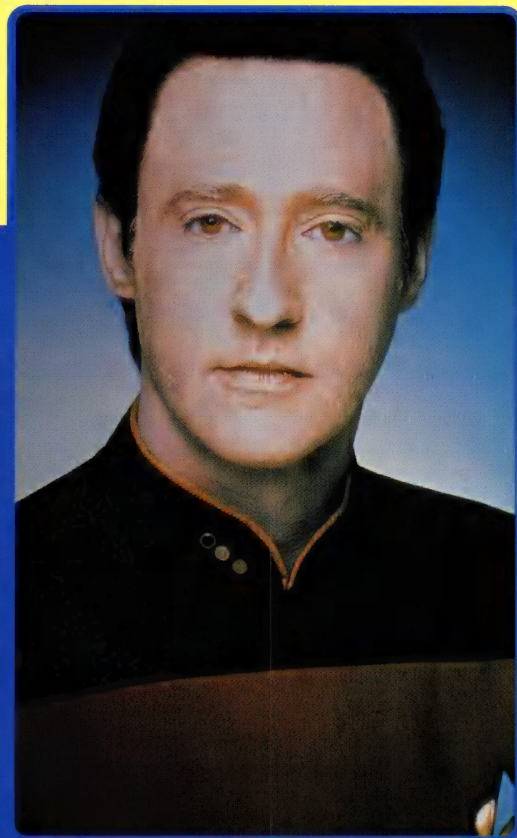
The incredible capabilities of Data's android mind and mechanical body are a testament to the skill of his creator. The extremely high computing power of his positronic brain – a device with a storage capacity of 800 quadrillion bits, and a functioning processor speed of 16 trillion operations per

second – means that his outward emulation of human form and function are closer to perfection than any other mechanism ever built by human hand. He sometimes lacks basic comprehension of certain humanistic traits and elements, but the ability of Data's eidetic memory to remember every fact he is exposed to, combined with an unmatched insight from the incorporated memories of 411 colonists from the **Omicron Theta** colony, means that his deductive reasoning is fast, intuitive, and highly intelligent. In the course of his many duties as a science officer aboard the **U.S.S. Enterprise NCC-1701-D** and later **NCC-1701-E**, Data has observed and discovered hundreds of unique scientific phenomena, forever enriching the

TRIUMPHS OF AN ANDROID

TRIUMPH OF WILL: Data's owes his very existence to his creator's imaginative triumph. Dr. Noonien Soong refused to abandon his research into positronic sentience despite derision from his fellow scientists.

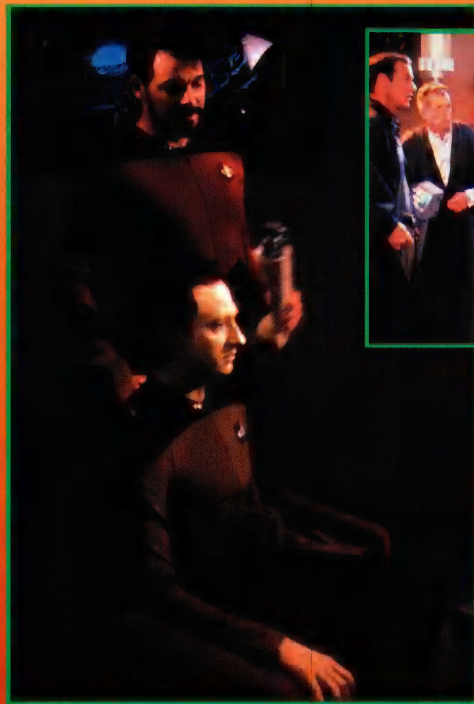
CAREER TRIUMPHS: Data has overcome many hurdles in his career. The initial decision to allow him to enter Starfleet Academy, and his later classification as a sentient being who deserves civil rights, has been a triumph for all artificial life forms. His efficiency has won over Starfleet officers such as Lt. Commander Christopher Hobson, who previously believed an android could not be a suitable commander.



▲ Data's most productive time since his activation in 2338 has been spent aboard the **U.S.S. ENTERPRISE NCC-1701-D**. It is during this period that he undergoes a multitude of new experiences.

PERSONAL TRIUMPHS: Data has made many friends, all of whom care deeply for him.

ANDROID ACHIEVEMENTS



★ **Saving lives**
In 2366, Data tries to save the inhabitants of **Tau Cygna V** from the **Sheliak**. After a period of resistance, he eventually succeeds in his task.

★ **Legal victory**
Data is instrumental in achieving legal rights for sentient life forms. This is perhaps the greatest triumph of the android's existence.

Federation's knowledge of the universe.

Data has distinguished himself time and again in service to **Starfleet**. His record shows an impressive array of awards and medals, including decorations for honor, commendations



★ **Proud father**
One of Data's most triumphant moments comes with the creation of his daughter, **Lal**. Her untimely death is a great blow to him, but he cherishes the time he is able to spend with her.

for gallantry, the **Star Cross**, **Starfleet Medal of Honor** [with clusters], and the **Legion of Honor**.

In command

In 2368, Data's expertise is tested during his temporary promotion to command the **U.S.S. Sutherland NCC-72015**, as part of a flotilla under the control of **Captain Jean-Luc Picard**. Challenged by the *Sutherland's* acting first officer, **Lt. Commander Christopher Hobson**, the android rises to the occasion and demonstrates a talent for starship tactical strategy and command.

Data's early life is often characterized by his inability



Data's Triumphs



★ Resistance

Data triumphantly resists the offer of permanent humanity in order to defeat the Borg Queen.



★ Dreams

One of Data's most personal developments comes when he learns of his ability to dream.

to emulate even the simplest of human emotional states – and yet he still develops close, personal relationships with his colleagues aboard the *Enterprise*.

Father figure

Data's ability to comprehend emotions is greatly enhanced by the brief but poignant life cycle of his android 'daughter,' **Lal**. Data emulates organic beings' desire to reproduce by creating an offspring, and also matches the triumphs of his creator, **Dr. Noonien Singh**. The android constructs Lal from

pathways in her positronic brain.

A cascade failure within Lal's neural network causes her death, but Data transfers her stored memories – including those of apparent emotional responses – back into his own mind. The android finally triumphs over his inability to feel emotion in 2371, when he installs an emotion chip made by his creator into his positronic brain. This is the boldest step of his life, allowing him to finally embrace human traits.

Existence

Without a doubt, the greatest triumph of the android's life thus far is the simple fact that he exists. Data outlives his erstwhile and idiosyncratic creator, taking his existence to new levels, and continuing to assimilate the ever-changing nature of the human condition. Indeed, his existence has had effects that resonate far beyond the android's immediate world. After his rescue by the crew of the *U.S.S. Tripoli*, from the devastated Omicron Theta, Data expressed a desire to enter **Starfleet Academy**, something that no artificial life form had ever done before. The academy entrance committee validated Data's claim and allowed him

★ Sacrifice

Data risks his own existence in order to expose the threat to the inhabitants of the Ba'ku colony world in 2375.

"Data is a valued member of my crew, he is an outstanding bridge officer."

— Captain Picard to Commander Maddox

was not, however, classed as definitive with regard to his status as a living being, and his claim to the same civil rights guaranteed to organic life forms. As such, the question of Data's sentience is deliberated in a tribunal in 2365, when **Commander Bruce Maddox** attempts to assume control of the android's life for his own research. Thanks to an impassioned argument by Data and Captain Picard, presiding officer **Captain Phillipa Louvois** rules that Data is a sentient being, and therefore entitled to all civil rights granted by the constitution of the **United Federation of Planets**.

Like all sentient beings, Data is forever in search of his own truths and ultimate potential – and as a Starfleet officer, his sworn mission to seek out new life is as much an exploration of himself as it is of the universe.

PAST TRIUMPHS

19th-century android

During an attempt to stop Devidians from stealing neural energy from Earth's past, Lt. Commander Data finds himself stranded in the 19th century. With no obvious method of returning to the 24th century, Data sets about constructing a life for himself in San Francisco. Following a successful win during a game of poker, the android is able to purchase period clothing, and also rent a hotel room, where he creates a device that allows him to monitor time shifts. Data's greatest triumph in this endeavor is his ability to blend into the alien society he finds himself in. As well as being able to procure funds, he creates a story to deflect interest in his appearance, answering any inquiries by saying that he is French.



Data also discovers an ally in this time – his friend from the *U.S.S. Enterprise NCC-1701-D*, Guinan. She aids Data in his attempt to stop the Devidians, but the two attract the attention of author Samuel Clemens, better known as Mark Twain. Fortunately, Data's sincere demeanor convinces Clemens of his good intentions, and he is able to complete his task.

★ Horse play

Data adapts easily to life in the 19th century, and shows that he is as adept with a horse-drawn carriage as he is working on a starship bridge.

★ Meeting Twain

Data's meeting with Samuel L. Clemens in the 19th century proves to be an entertaining encounter for both android and author.





FILE 58 OTHER CHARACTERS AND LIFE FORMS

Hagath

Hagath is the arms dealer associate of Quark's cousin Gaila. He comes to *Deep Space Nine* in order to use Quark's holosuites as a showroom in which to sell his weapons.

The notorious **Alpha Quadrant** arms dealer **Hagath** is well spoken, exudes confidence, and dresses smartly in dark-coloured tunics and trousers. His initially charming manner, however, conceals a fierce temper, and a ruthless nature.

In 2373, Hagath arrives at *Deep Space Nine* with his female companion, **Talura**. His **Ferengi** associate **Gaila** has suggested that they use his cousin **Quark's** holosuites to showcase their weapons – a method that provides the arms dealers with a loophole in the station's regulations, which forbid bringing real weapons aboard. Hagath's smooth talk, and promise of a share in the profits, soon

wins over the Ferengi barkeep.

Hagath has an utter disregard for people, which he demonstrates while being shown around a holosuite: he picks up a weapon and promptly shoots Quark in the chest. Despite the Ferengi's horror, the beam is harmless, but it helps Hagath to determine that the hologun is a perfect replica of the real thing; his extensive knowledge of weaponry even confirms that it has perfect weight and balance.

Double dealer

Hagath frequently sells arms to both sides in a conflict, but as Gaila remarks, "the riskier the road, the greater the profit." Quark's cousin also

PROFILE ON HAGATH

NAME: Hagath

LIFE FORM: Hagath's racial origin is not divulged, but he is humanoid in appearance, with close-cropped gray hair and a distinctive cyst in the middle of his forehead.

OCCUPATION: Arms dealer

CURRENT STATUS: Unknown; last seen pursued by General Nassuc's purification squad.

KNOWN ASSOCIATES: Gaila, Quark, Talura, Farrakk [deceased]

FIRST SEEN: "Business As Usual" [DS9]

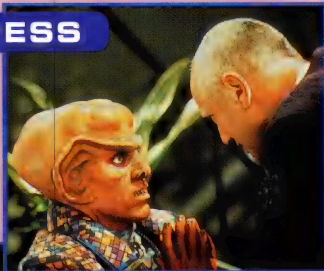


▲ Hagath is a ruthless arms dealer. During his visit to *DEEP SPACE NINE*, he offhandedly mentions that he sold 150,000 guns to the Manchovites, and another 100,000 to their enemies. Hagath regrets that an armistice brought an end to the war.

BAD BUSINESS

★ Lifeline

Hagath offers *DEEP SPACE NINE's* barkeep a share in his profits. This is a lifeline the impoverished Quark cannot ignore.



observes that if Hagath were a bit shorter, and his teeth a bit sharper, he would make a perfect Ferengi. It is a comment that Gaila would not dare

make to the arms dealer's face, however. Hagath's dominant personality instills a sense of terror in his associates, and few would think to cross him.

His impressive talent for manipulation is shown when he informs Quark that the Ferengi will not see any share of the profits for a while – Hagath has taken the liberty of transferring the money directly to Quark's many creditors. Hagath states that money does strange things to people, and he cannot afford to have one of his associates distracted by financial woes. Quark is unhappy with this decision, but once more Hagath turns on the charm. He claims that his associates are like family; he keeps them out of trouble and showers them with affection. To demonstrate, Hagath gives Quark a gift of **Andarian glass beads**, tricking the barkeep into believing that the worthless trinkets are extremely valuable.

★ Approval

Hagath inspects a tray of delicacies Quark orders for the Regent of Palamar.



★ To the point

Hagath tests a replica weapon in the holosuite, by firing it from point-blank range at Quark's chest.





Hagath

★ Genocide

The Regent of Palamar visits **DEEP SPACE NINE** to close an arms deal that will lead to the deaths of 28 million people.

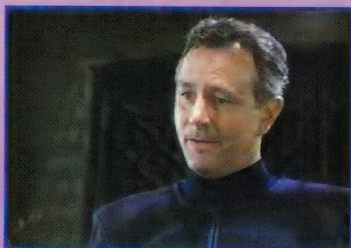


Anybody who can fool a wily Ferengi is clearly a sharp operator.

Many of *Deep Space Nine*'s inhabitants express reservations about Hagath's arms dealing activities, but the **Bajoran** government grant him immunity from prosecution because he helped supply the resistance with weapons during the **Cardassian occupation of Bajor**. Hagath is a good judge of character, and knows that one has to look at the bigger picture; gaining a friend is sometimes more important than making a profit. He deduced that the Cardassians would lose the war, as they were overconfident, and underestimated the Bajorans' thirst for freedom.

Price of failure

Hagath enjoys wielding power, and his intolerance of failure is demonstrated when he confronts one of his associates, **Farrakk**, over negotiations with the **Verillians**. Instead of opening the deal, Farrakk went to **Risa** for a vacation, leaving the Verillians to sign with **Metro Consortium** instead. Hagath terminates Farrakk's employment and, although he claims to find the confrontation distasteful, he



★ Traitor

Hagath's unfortunate associate **Farrakk** makes the fatal mistake of failing the arms dealer.

"I admire confidence in a man, in fact I demand it of my salesmen. But in business, one must be careful not to grow too confident." — Hagath to Quark.



★ Rival faction

Quark arranges for **General Nassuc** and her freedom fighters to visit **DEEP SPACE NINE**.

people, but to Hagath this is better than nothing. He even agrees to the suggestion that they give the Regent a discount. The arms dealer is unaware that the supply problem is part of Quark's plan to save

millions of lives, even though he expects to be killed by Hagath for his crisis of conscience.

Quark then visits Nassuc, and offers her the same fictitious deal. Later, Hagath and the Regent meet Quark in **Cargo Bay 5**, where the Ferengi pretends to be unable to open the case containing the virus. He calms the impatient Hagath by promising to get the right tools for the task, and as he leaves, passes Gaila and the general, telling them that he will join them in the cargo bay shortly. As Quark hurries away, shouts and the sound of **phaser** fire can be heard from within.

Many are killed in the ensuing carnage, including the Regent. Hagath and Gaila barely manage to get off the station alive, and are pursued by the general's **purification squad**. It is not known whether Hagath manages to evade the vengeful Nassuc, but Quark's continuing existence suggests that the arms dealer may well have been killed in the same brutal manner as the many victims of his repugnant trade.

SILENT PARTNER

Talura

On *Deep Space Nine*, Hagath is accompanied by a beautiful alien female introduced only as his companion, **Talura**. The woman is tall, pale skinned, and regal-looking, with her dark hair woven elaborately into place. Her forehead has delicately protruding frontal lobes, and a subtle ridge runs down the middle to the bridge of her nose. Talura's duties are unknown, but she appears to hold Hagath's complete trust. She is present at his meetings with associates and clients, observing silently in the background. Talura's final fate is unknown, following Hagath's swift exit from the station.



Companion

Talura seems to be merely a companion to Hagath, not a business partner.

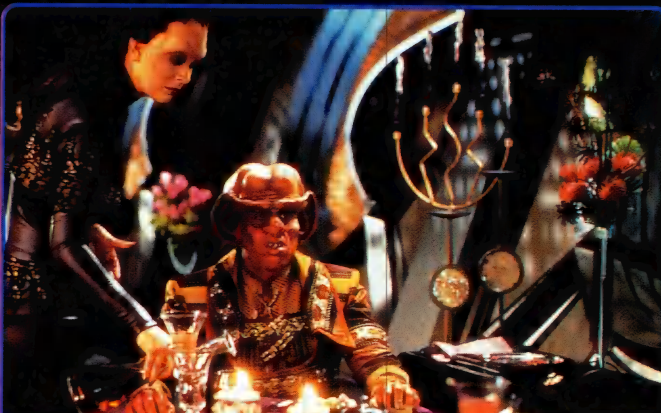


Waitress

Talura's responsibilities appear to extend to serving Hagath's clients at dinner parties.

Lobal massage

The silent but seductive Talura pleases Quark by giving the Ferengi oo-mox.



Alien Biobed

The crew of the *U.S.S. Enterprise NCC-1701-D* often encounter openly hostile alien races, but a more insidious foe is a race of solanagen-based aliens who kidnap sleeping crew members and experiment on them, apparently for no other reason than to satisfy scientific curiosity.

Throughout the *U.S.S. Enterprise NCC-1701-D*'s continuing mission to explore the **Alpha Quadrant**, its crew encounter many new species and life forms. Few prove to be as mysterious, and insidious, as a race of **solanagen**-based aliens occupying a **tertiary subspace manifold** around the **Amargosa Diaspora** region.

Beginning on **Stardate 46154**, these aliens create **subspace** ruptures within the *Enterprise*, through which they abduct several members of the crew. The abducted crew are transported into a small pocket of normal space which takes the form of an operating theater. Within this red floored, sinister room, the **Starfleet** personnel are placed upon one of two **biobeds**. The alien beings then proceed to perform a series of medical experiments against the officers' knowledge and will.

Covering their trail

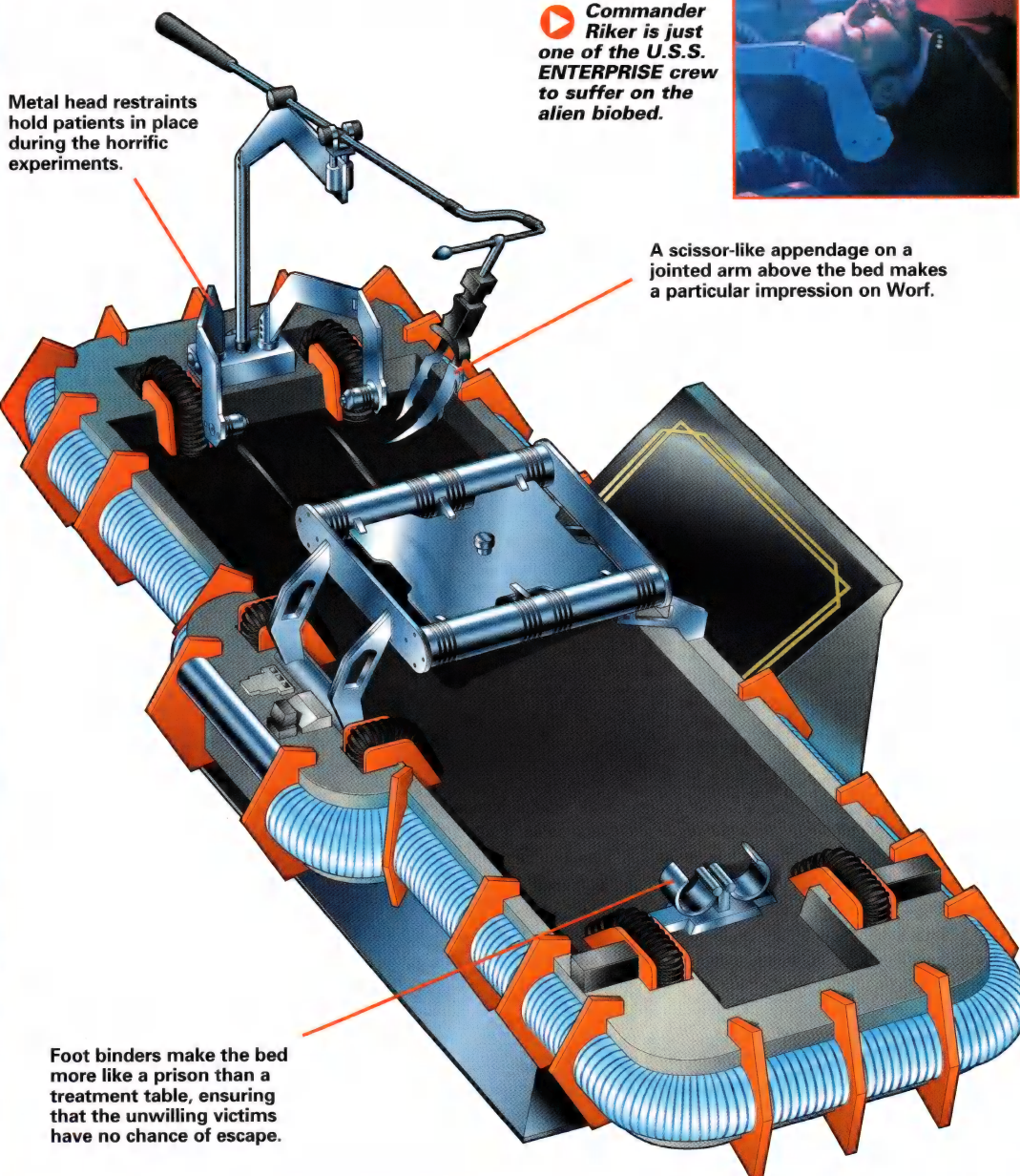
The aliens hope to keep their work secret by administering a neural sedative to their victims, but regular exposure to this treatment leaves the **Starfleet** personnel desperately short of REM sleep, and increases serotonin levels within their hippocampus. Additionally, the conditioning of the victims is not thorough enough to prevent deeply embedded memories of their dreadful ordeals from surfacing, triggered by touch or visual stimuli.



▲ The **Starfleet** personnel are transported into a sinister, red-floored operating theater. This is in a bubble of normal space.

MEDICAL HORROR

Biobed prison The alien **biobeds** appear to have much in common with similar devices used by the **Federation**, but their purpose is much less benign. Whereas **Federation** biobeds are used to heal sick and injured personnel, the aliens appear to be more interested in medical and scientific experiments that cause the patients more harm than good, and in some cases lead to their deaths.

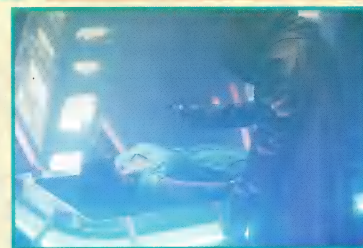


Metal head restraints hold patients in place during the horrific experiments.

▶ Commander **Riker** is just one of the *U.S.S. ENTERPRISE* crew to suffer on the alien biobed.

A scissor-like appendage on a jointed arm above the bed makes a particular impression on **Worf**.

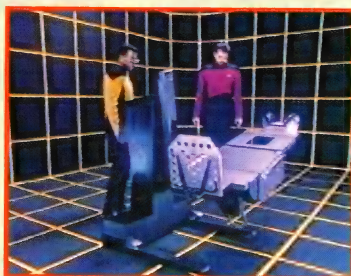
Foot binders make the bed more like a prison than a treatment table, ensuring that the unwilling victims have no chance of escape.



▲ The aliens abduct crew members from the *U.S.S. ENTERPRISE NCC-1701-D* while they sleep, and return them to their ship before morning. They have no memory of the ordeal.



Alien Biobed



▲ **The abductees try to piece together a holodeck reproduction of the biobeds from their hazy, incomplete memories.**



▲ **Dr. Crusher's tests reveal that the 'dreamers' have real physiological changes, indicating that it is not all in their minds.**

The combined experiences of the abductees, and especially **Commander William Riker**, **Lt. Worf**, and **Chief Engineer Geordi La Forge**, figure prominently in **Counselor Deanna Troi's** exploration and revelation of their group experience. The overwhelming sensory impact made by the biobed is the item which triggers off their initial suspicions.

Attempts to reconstruct the biobed within a **holodeck** start slowly, as there are 5047 different types of bed on file. Working from an initial wooden conference table, the aliens' victims reach into their own subconscious thoughts and gradually define not only the cold, metallic materials of the biobed, but also the accompanying brilliant light source directed at them from overhead. Vague memories of connected armatures, and scissor-like devices attached to the end of jointed arms, soon present the affected crew members with a reasonably close facsimile of the biobed, although the drugged state under which they were held prevents them from remembering all of the details.

The top surface of the biobeds are approximately one meter above the ground. They are more than two meters in length, and are shaped to fit the profile of a human being. The bed itself is supported by four steeply angled, thick metallic support legs which terminate in a heavy base with angled sides, effectively anchoring

the entire structure in place under its own weight. One of the most striking features of the biobed is the bright blue glowing strip which runs around its outside ledge, connected to the upper and lower surface of the upper section by red colored connector pins. Closer examination of the flat upper side of the biobed reveals that it is made of two materials – the outside of the bed comprises a light blue, brushed metallic surface, while the inner section, on which the victim lies, appears to be a black ribbed surface designed to stop the person from slipping during experiments.

Captive patient

The narrow base of the biobed has an angled section which can be elevated, on which the feet of the victim are usually placed. A large black console is directly attached to the left hand side of the bed, rising to over a meter and a half in total height. Its purpose is unclear, but the metallic chest restraint appears to be connected to this block. Consisting of a drilled, metallic, rectangular structure attached to an angled bar, this restraint can pin the arms underneath a victim and prevent them from moving while such procedures as amputation, and reconnection of limbs, are carried out. It seems to be controlled by verbal commands from the aliens.

The modular design of the biobeds can accommodate a variety of attachments, or simply have the victim lie upon them. The victim's head is held firmly in place

by two circular bars connected to a metallic cage, which swings outward in order to release the 'patient' when the procedure is finished. Two short hoses run from the head restraint cage, and enter the leading edge of the bed itself, in a similar fashion to the hoses at the mid-section. Additionally, a



▲ **The aliens' experiments prove too much for some crew members, who die from trauma.**



▲ **Sleeping crew members are dragged through subspace rifts by the aliens.**

▶ **The true appearance of the alien surgeons are concealed by dark, hooded garments – leaving their victims with vague memories of them.**

support frame for a long jointed arm running down the center of the victim, and connecting to a hooked and serrated cutting tool recalled by Worf, is also located at the head of the biobed. The operating light is attached to the ceiling directly above the beds. These surgical units are designed to restrain and violate the bodies of the victims in a clinical and uncompromising manner. It is little wonder, therefore, that the trauma suffered during unconsciousness is powerful enough to surface during waking hours.



STRANGE AILMENTS

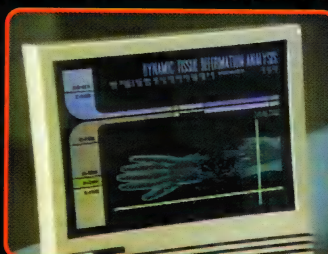
Lasting effects

The aliens' decision to abduct sleeping members of the **U.S.S. Enterprise NCC-1701-D** crew is designed to keep their experiments secret – they do not expect the abductees to ever suspect they have been off their ship. The aliens fail to realize, however, that they are leaving behind clues. The abducted crew members are kept drugged and asleep during their ordeal, but are nonetheless left physically exhausted. This causes some of them to seek

medical help, and once Dr. Crusher examines the exhausted officers, she realizes that there is more to their ailments than bad dreams and disturbed sleep. Many have undergone metabolic changes, and some have even had limbs severed and invisibly reattached. The purpose of the aliens' mysterious experiments is unknown, but it is clear that their medical knowledge and technology is very advanced.



▲ **Commander Riker visits Dr. Beverly Crusher in order to find out why he is feeling so tired.**



▲ **Scans reveal that the first officer's arm has somehow been severed and then reattached.**



▲ **Worf is inexplicably disturbed by the sight of Mr. Mot's scissors, during a visit to the barber's.**



'Second Chances'

Commander William Riker's return to the site of an away mission he led eight years ago brings the *Starfleet* first officer an incredible surprise. His last transport off the planet duplicated him in transit, and left his transporter clone stranded on Nervalva IV.

CAPTAIN'S LOG

STARDATE: 46519.2

"We are orbiting Nervalva IV, waiting for an opportunity to retrieve scientific data left there by scientific researchers when they were forced to evacuate eight years ago."

Eight years ago, as a lieutenant aboard the *U.S.S. Potemkin*, William Riker led an away team that evacuated researchers from Nervalva IV. There are now about to be three brief windows in the planet's harsh atmospheric conditions, enabling a team to transport down and retrieve data and effects that were previously abandoned.

On his return to the planet, Riker comes face to face with another version of himself. This Will Riker has remained alone on Nervalva IV for eight years, believing the transport signal failed to lock on to him.

Too much in common

The new Will Riker soon grates on his counterpart's nerves. Lt. Riker is more impetuous, and prolonged isolation has made it difficult for him to fall into following orders again. Tensions escalate when he renews his acquaintance with Deanna Troi, with whom he still enjoyed a romantic relationship at the point of his isolation. Will feels strange about Deanna's willingness to renew a relationship with his counterpart, and warns her that this Riker is likely to put his career above their love – just as he did.

Lt. Riker accepts a posting aboard the *U.S.S. Ghandi*. He proposes to Deanna, but she is unwilling to leave the *U.S.S. Enterprise NCC-1701-D* and he feels equally unable to remain.

Matters come to a head back on Nervalva IV. Lt. Riker's plan for retrieving the data stored there is dangerous, and was rejected by his counterpart. Given the fact that subsequent retrievals will not be possible for a long time, however, Captain Picard overrules his first officer. It transpires the task is even more perilous than expected, and Lt. Riker almost dies when a walkway collapses; luckily, he is saved by his counterpart. A collapsing bridge falls across another, allowing them to escape.

Lt. Riker departs for the *Ghandi*. As a parting gift, his counterpart gives him the trombone he has yet to master. Deanna is unwilling to sacrifice her career to go with him, but hints at a possible continuation of their relationship at a later stage.

ON SCREEN...



1 Commander William Riker has a shock when he returns to Nervalva IV: a transporter duplicate of him has been marooned on the planet for eight years.



2 Chief Engineer La Forge explains how the 'accident' happened. As one Riker returned to the ship, there was no reason to suspect another had been left behind.



3 Tensions rise between the two Rikers. They argue about everything, from Deanna, to their father, to the direction Commander Riker's career has taken.



4 Lt. Riker's desire to pick up where he left off in his relationship with Deanna does not help the situation. Unlike his counterpart, however, this Riker proposes.



5 The transporter clone becomes trapped when a walkway collapses. Will Riker saves his life, and this act of bravery helps to heal the rift between the two men.



6 Despite their reconciliation, Lt. Riker does not feel able to stay on the same ship as his double. Will gives him his trombone as a going away present.

STARSHIP FACTS

The duplicate Riker decides to take the name Thomas – his middle name – to distinguish him from the other William T. Riker.



'Timescape'

The crew of a *Starfleet Runabout* return to their ship to find it frozen in time at the center of a fracture in the spacetime continuum. The *Starfleet* officers must find a way to return time to normal, even though this will leave their vessel seconds away from destruction.

The *U.S.S. Enterprise NCC-1701-D* receives a distress call from a **Romulan** ship. **Commander Riker** is aware it may be a trap, but decides to investigate regardless. Meanwhile, **Captain Picard**, **Data**, **Geordi La Forge**, and **Deanna Troi** are returning from a conference in a *Runabout*. As they draw near their agreed rendezvous point with the *Enterprise*, assorted temporal anomalies occur. Data's scans link their manifestation to the fracturing of the space-time continuum.

The *Runabout* finds the *Enterprise* frozen in space, along with a **Romulan Warbird**, at the center of the disturbance. Fragments of spacetime are gravitating toward the area.

Using a **subspace** forcefield to avoid the temporal effects, Picard, Data, and Troi beam aboard the *Enterprise*, where they find the crew frozen in time – seemingly at the point of a Romulan surprise attack. They discover that time is not frozen, however, but moving very slowly; when the slowing occurred, the *Enterprise* was in the process of transferring power to the Romulan ship.

Alien mistake

A temporal aperture within the Romulan ship's power source is discovered to be the cause of the spacetime fragmentation; there is organic matter within it. A study of a Romulan rendered unconscious by Geordi's subspace forcefield, reveals another being in disguise – one not native to the 24th century.

On awakening, the being explains that his race incubated their embryos in what they believed was the benign environment of the Romulan ship's power core, but they instead destabilized it. The power transfer from the *Enterprise* is exacerbating the situation. The solution is for Data to modify his **tricorder** and activate the aperture, causing time to flow back to just before the *Enterprise* began transferring power to the Romulan ship.

Data is attacked by another time-traveling alien, however, leaving him unable to prevent the initiation of the power transfer. Luckily, activating the *Runabout* to intercept the beam cuts it off. Disaster is averted, and all temporal anomalies dissipate.

CAPTAIN'S LOG

STARDATE: 46461.3

"The *ENTERPRISE* has entered the Ipai sector, where we are scheduled to deliver supplies to a remote communications relay station near the Klingon border."

ON SCREEN...



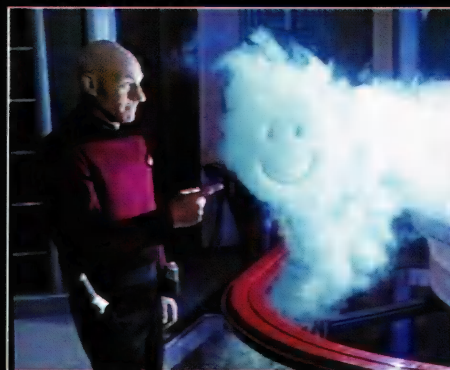
1 Captain Jan-Luc Picard and his *RUNABOUT* crew experience a series of odd temporal anomalies, including a localized event which, bizarrely, causes his fingernails to grow at rapid speed.



2 The *RUNABOUT* tracks the missing *U.S.S. ENTERPRISE* to the center of the disturbance. The ship is frozen in space, halfway through a power transfer to an equally static *ROMULAN WARBIRD*.



3 The *RUNABOUT* crew are able to modify some transporter ambands to project a subspace field around them. This should provide protection from the temporal disturbances.



4 Aboard the *ENTERPRISE*, the crew and systems are moving through time at an infinitesimally slow rate. Picard is able to draw a smiley face in a cloud of gas escaping from a warp core breach.



5 Not all of the Romulans are what they seem: one is a member of an alien race that is inadvertently responsible for the temporal distortions.



6 Slowly, all the *Starfleet* officers and the Romulans are brought back into normal spacetime, allowing the situation to be solved to everyone's advantage.

STARSHIP FACTS

Romulan Warbirds are powered by quantum singularities – artificial black holes that warp time and space.



'Honor Among Thieves'

Chief Miles O'Brien's technical expertise makes him the ideal man to infiltrate the notorious Orion Syndicate. The chief gets more than he bargained for, however, when he learns that the Dominion are planning to use the criminal organization to assassinate a Klingon ambassador.

'HONOR AMONG THIEVES'

"I can read people right away, see what's in their hearts. You for instance, I saw through you the first time I laid eyes on you. I don't think I've ever seen anyone so alone in my entire life. I thought to myself, 'That man, he doesn't have a friend in the quadrant.'"

— Bilby to O'Brien

Chief Miles O'Brien is seconded to Starfleet Intelligence to infiltrate the Orion Syndicate, a notorious criminal organization. The syndicate have an informant within Starfleet who is betraying undercover agents; O'Brien's task is to provide a name.

Posing as a luckless engineer named Connelly, O'Brien travels to a disreputable bar on Farius Prime, and there ingratiates himself with Liam Bilby, a low level member of the organization. O'Brien's faked background passes Bilby's security check, and he is further accepted when he is able to repair faulty Klingon disruptors Bilby has purchased for his employer, Raimus.

The relationship between the two men moves from wariness to friendship. Bilby is a career criminal, but loves his family and pet cat dearly, and places a high regard on trust and honor. He is genuinely sad that 'Connelly' has no family.

The plot thickens

O'Brien does not discover the name of the Starfleet traitor, but does learn it was Raimus who first approached and bribed the officer. Their business occurred when this person was in charge of Risa's weather control facilities. Before he can pass on this information, however, O'Brien is taken to meet Raimus. He is shocked to see the crime boss accompanied by a Vorta – indicating that the syndicate are allied with the Dominion.

O'Brien discovers that the Orion Syndicate and Dominion are planning to kill the Klingon ambassador to Farius Prime. This will worsen already fraught relations between various Klingon factions, and may even lead to the severing of the Starfleet alliance. Bilby is to carry out the murder.

Starfleet warns the Klingons, but O'Brien is distraught at the idea that Bilby will now be killed. He reveals his true purpose, and attempts to deter Bilby from the task. Bilby, however, cannot renege his duty: crossing the Orion Syndicate would endanger his family. Knowing he will die, he departs, extracting a promise from O'Brien that his beloved cat will be cared for.

ON SCREEN...



1 O'Brien's technical expertise is crucial to the success of a mission to infiltrate the Orion Syndicate. He meets members of the criminal organization in a bar on Farius Prime.



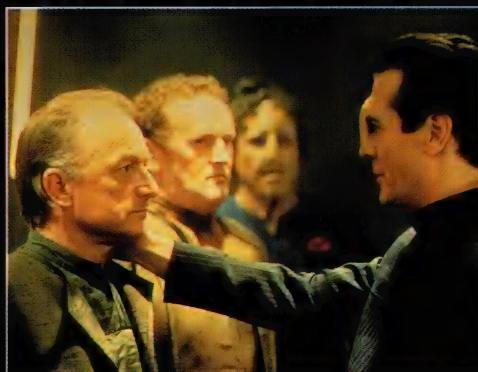
2 The Starfleet chief is able to win the confidence of Bilby and his cronies by repairing faulty Klingon disruptor rifles they have 'acquired' for their boss.



3 Bilby demands to know where O'Brien was able to get the parts needed to carry out the repairs. O'Brien claims he stole them, and kept quiet to protect the gang.



4 The undercover mission becomes even more important when a shocked O'Brien learns that the Orion Syndicate are in league with the Dominion.



5 The Dominion are planning to use the Orion Syndicate to murder a Klingon ambassador and thus stir up trouble. Bilby is selected to carry out the assassination.



6 O'Brien cannot let his friend walk into a trap. He tries to warn Bilby, but the criminal can see no way out that would keep his family safe from the syndicate's wrath.

STARSHIP FACTS

Bilby's confidence in O'Brien is cemented when the undercover Starfleet agent is honest about the quality of a cake he has been offered.



'Change of Heart'

Amid the dense jungles of Soukara, Worf is forced to choose between his wife and his mission. Jadzia Dax is injured on the way to meet a Starfleet undercover agent who has vital information to impart, and Worf must leave her to die if he is to keep the rendezvous.

'CHANGE OF HEART'

"I found that even I could not stand against my own heart. I had to go back no matter what Starfleet thought, and what the consequences were. She was my wife, and I could not leave her."

— Worf

Lasaran, a Starfleet agent based on Cardassia, sends an emergency signal. He has vital information, but can only reveal it face to face. He will replay a subsequent transmission to coordinates in the Badlands.

Deep Space Nine is the closest Starfleet facility; **Worf** and **Dax** are chosen to meet the secret agent. When they arrive at the coordinates, a message from Lasaran reveals that he has learned how many **Dominion Founders** are in the **Alpha Quadrant**. He also knows their locations and plans, but is close to being exposed and requires immediate rescue. The best opportunity for this will be in three days' time, during a Cardassian visit to the Dominion base on **Soukara**. **Transporter** scramblers prevent beaming Lasaran aboard a **Runabout**; he will have to be met on foot, and has provided a location. Lasaran reiterates that the rescue is urgent – it is unlikely he will be permitted to leave Cardassia again.

Running into trouble

Shortly after landing on Soukara, Worf and Dax encounter a **Jem'Hadar** patrol, and Dax is seriously wounded in the ensuing struggle. She can go no further, and her life will be endangered without rapid surgery. Worf must decide whether to complete the mission, knowing that Lasaran's information will save many lives, or abandon it and save his wife. Initially prioritizing duty, he continues alone, but love wins out and he returns to Dax. Finding her unconscious, he aborts the mission; Lasaran is later killed.

Dax survives surgery back on **Deep Space Nine**, but **Captain Sisko** informs Worf that his dereliction of duty, although unlikely to result in charges, will form part of his service record. Worf's actions are likely to ensure that he will never receive his own command. The official castigation complete, Sisko finishes by saying that had it been his own wife, he would have done exactly the same.

ON SCREEN...



1 Lasaran, a Cardassian working for Starfleet, sends out an urgent message. He is in danger of being uncovered and needs to be rescued immediately.



2 Worf and Jadzia Dax must trek through the jungles of Soukara to rendezvous with Lasaran. At first, the newlyweds are glad of the time alone together.



3 Unfortunately, the Starfleet officers run into a group of Jem'Hadar soldiers. Jadzia is hit and badly hurt in the vicious firefight that ensues.



4 Dax bravely attempts to struggle on to the rendezvous point, but it soon becomes clear to her and Worf that she is not going to make it.



5 Jadzia knows that Worf must complete his mission, even though this means sacrificing her – many other lives are depending on Lasaran's information.



6 Worf presses on, but soon realizes that he cannot leave Jadzia to die. He turns back for his wife, leaving Lasaran and his information to the mercy of the Jem'Hadar.

STARSHIP FACTS

On **Deep Space Nine**, Dr. Julian Bashir tries to best Quark at tongo. The wily Ferengi barkeep distracts Bashir by reminding him of his failure to win Jadzia's heart.



S continued

Starfleet Cybernetics Journal

This cutting-edge newsletter published articles on robotics and artificial thinking systems. **Dr. Julian Bashir** believed an article about **Data's** dreams would be eagerly accepted by this prestigious publication. (*Starship Log: 'Birthright', Part I* [TNG]) **SEE FILES 7, 69**

Starfleet Emergency Medical Course

This first aid survival training is given to **Starfleet Academy** cadets. In 2368, **Worf** had only the rudimentary lessons from this class to guide him while helping **Keiko O'Brien** deliver her first child. (*Starship Log: 'Disaster'* [TNG]) **SEE FILES 43, 69**

Starfleet Engineering Guidelines

This part of Starfleet's **General Orders and Regulations** is specific to the repair and operation of engines and other ship systems. **Montgomery Scott** authored some of these operational parameters. (*Starship Log: 'Relics'* [TNG]; *'Destiny'* [DS9]) **SEE FILE 43, 69, 70**

Starfleet General Orders and Regulations

This body of protocols, rules, and procedures was created for **Starfleet's** many divisions and specialties. **General Order #1** – the **Prime Directive** – is Starfleet's most important law, and overrides all other considerations. (*Starship Log: 'Bread and Circuses'* [TOS]; *'Pen Pals'* [TNG]; *'Prototype'* [VOY]) **SEE FILES 7, 19, 68, 69, 71**

Starfleet insignia

SEE insignia and rank markings, Starfleet

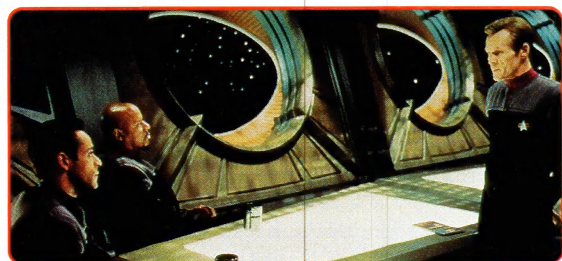
Starfleet Intelligence

This organization within Starfleet monitors and analyzes the activities of hostile, criminal, and non-aligned states as they relate to **Federation** safety. **Section 31** is an autonomous branch of Starfleet Intelligence. (*Starship Log: 'Gambit', Part I* [TNG]; *'A Simple Investigation'* [DS9]) **SEE FILES 19, 43, 69, 70**

Starfleet Internal Affairs Department

This division of Starfleet is concerned with self-investigation and internal-policing. Allegations of wrongdoing by Starfleet personnel are investigated by Internal Affairs. In 2374, **Julian Bashir** thought he was being questioned by Internal Affairs, but it was actually **Section 31**. (*Starship Log: 'Inquisition'* [DS9]) **SEE FILES 19, 70**

▼ **Dr. Julian Bashir was questioned by Luthor Sloan in 2374. Sloan was posing as a member of Starfleet's Internal Affairs Department, while actually attempting to recruit Bashir into Section 31.**



▲ **Dr. McCoy advised Spock to relieve Commodore Decker of command of the U.S.S. ENTERPRISE NCC-1701. McCoy was unable to produce medical records certifying Decker unfit for duty, however, in accordance with Starfleet Medical Regulations.**

Starfleet Medical

This **Starfleet** group sets medical standards, deploys personnel, maintains health records, and develops responses to health threats. **Julian Bashir's** false report to Starfleet Medical regarding a cure to the disease affecting the **Founders** caught the attention of **Section 31** agent **Luthor Sloan**. (*Starship Log: 'Doctor Bashir, I Presume?'* [DS9]) **SEE FILES 19, 43, 70**

Starfleet Medical Database

This extensive file contains descriptions, causes, and cures for infirmities encountered by Starfleet. **Reginald Barclay** often manifested symptoms which matched the conditions he discovered in the database. (*Starship Log: 'Genesis'* [TNG]) **SEE FILES 43, 65, 69**

Starfleet Medical Regulation, 121, Section A

This regulation allows a starship's chief medical officer to relieve a captain of duty if the captain is certifiably unfit. The CMO must, however, provide proof of the captain's mental or physical incapacitation. (*Starship Log: 'The Doomsday Machine'* [TOS]; *'Year of Hell', Part II* [VOY]) **SEE FILES 68, 71**

Starfleet Monitor Stations

In an alternate timeline that was created in 2366, by the **U.S.S. Enterprise NCC-1701-C's** emergence from a temporal rift, **Starfleet Monitor Stations** revealed that **Klingon** ships were heading toward the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log: 'Yesterday's Enterprise'* [TNG]) **SEE FILE 69**

Starfleet News Service

SEE Federation News Service

Starfleet Security

This department protects Starfleet personnel and assets. **Tasha Yar** and **Worf** were security chiefs on board the **U.S.S. Enterprise NCC-1701-D**. **Michael Eddington** was assigned to **Deep Space Nine** from Starfleet Security in 2371. **Tuvok** served as security chief aboard the **U.S.S. Voyager NCC-74656**. (*Starship Log: 'Encounter at Farpoint'* [TNG]; *'The Search', Part I* [DS9]; *'Caretaker'* [VOY]) **SEE FILES 19, 43, 69, 70, 71**

Starfleet Cybernetics Journal
Starfleet Emergency Medical Course
Starfleet Engineering Guidelines
Starfleet General Orders and Regulations
Starfleet insignia
Starfleet Intelligence
Starfleet Internal Affairs Department
Starfleet Medical
Starfleet Medical Database
Starfleet Medical Regulation, 121, Section A
Starfleet Monitor Stations
Starfleet News Service
Starfleet Security
Starfleet Temporal Displacement Policy
Stargazer NCC-2893, U.S.S.
Starling, Henry
Starnes Expedition
starships
stasis
static warp shell
Station Lya IV
Station Nigala IV
Station Salem One
Statistical Mechanics
stealth armband
Steamrunner class
steelplast
Steinman analysis



▲ **Worf had to rely on his Emergency Starfleet Medical Course training to help Keiko O'Brien give birth to her daughter, Molly, during a shipwide crisis.**



▲ **Lt. Reginald Barclay consulted the Starfleet Medical Database, to convince himself that he was ill.**



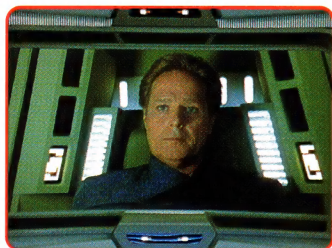
Starfleet Temporal Displacement Policy

This rule forbids **Starfleet** personnel from altering historical events during time travel. By the 29th century, this policy had become Starfleet's

Temporal Prime Directive.

(*Starship Log*: 'Past Tense', Part I [DS9]; 'Future's End', Part II [VOY])
SEE FILES 19, 70, 71

▶ **Starfleet's strict Temporal Displacement Policy prevented Captain Braxton from returning the U.S.S. VOYAGER NCC-74656 to 24th-century Earth, even though he was perfectly capable of such an action.**



Stargazer NCC-2893, U.S.S.

This **Constellation**-class starship was the first vessel to be commanded by **Captain Jean-Luc Picard**. It was destroyed in 2355. In 2364, **DaiMon Bok** found the remains of the *Stargazer* and presented it to Captain Picard as part of an elaborate plan of revenge; he wanted to ruin Picard, who had killed his son in battle. (*Starship Log*: 'The Battle' [TNG]) **SEE FILES 31, 43, 51, 69**

Starling, Henry

This 20th-century businessman was the owner of **Chronowerx**, a company which created sophisticated computer technology. Rather than developing these new technologies, Starling salvaged them from the 29th-century **Federation Timeship Aeon**, which had crashed in 1967. He revolutionized Earth's computer industry. Starling died in 1996, while attempting to enter a temporal rift that led to the 29th century. (*Starship Log*: 'Future's End' [VOY])
SEE FILES 7, 44, 71

Starnes Expedition

This ill-fated **Federation** survey party was assigned to the planet **Triacus** in 2268. **Professor Starnes's** group consisted of the **Janowski**, **O'Connel**, **Tsingtao**, and **Wilkins** families. The evil **Gorgan** of Triacus recruited the expedition children, including young **Tommy Starnes**. After Gorgan led their parents to suicide, Tommy Starnes helped hijack the **U.S.S. Enterprise NCC-1701**. Seeing recordings of his family, however, broke Gorgan's spell. (*Starship Log*: 'And the Children Shall Lead' [TOS]) **SEE FILES 58, 68**

starships

This term is applied to space ships that are capable of traveling between stars at faster-than-light speeds. Some starships, such as those built by **Starfleet**, are powered by **warp drives**. Others utilize **transwarp** technology. (*Starship Log*: 'The Cage' [TOS]; 'Encounter at Farpoint' [TNG]; 'Emissary' [DS9]; 'Caretaker' [VOY]; *Star Trek III: The Search for Spock*) **SEE FILES 20, 21, 22, 23, 24, 25, 26, 28, 29, 31, 34, 35, 36, 37, 38, 40, 41, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80**

stasis

A medical term used to describe the indefinite pause of all organic reactions within a life form. **Starfleet** doctors use stasis units, chambers, and fields to keep patients alive until a medical response is possible, to prevent disease from spreading, or for storing the dead. Space travelers, particularly from Earth's early period of space exploration, were placed in stasis during long voyages, or when life-support systems were unavailable. The **Paxans**, an extremely secretive race, mastered biochemical stasis. (*Starship Log*: 'Space Seed' [TOS]; 'The Last Outpost' [TNG]; 'Vortex' [DS9]; 'Threshold' [VOY]) **SEE FILES 40, 65, 68, 69, 70, 71**



▶ **The Paxans placed the crew of the U.S.S. ENTERPRISE NCC-1701-D in stasis in an effort to hide their existence.**

static warp shell

This stable **subspace** bubble can be used to repair spacetime, or act as a personal subspace barrier, unlike the **warp drive** fields that propel a starship. (*Starship Log*: 'Remember Me' [TNG]; 'State of Flux' [VOY]) **SEE FILES 69, 71**

Station Lya IV

This **Federation** station was located near **Lya III**. Authorities at *Station Lya IV* informed **Captain Picard** that **Kivas Fajo** had spent several hours there. This helped Picard to locate Fajo's trail and rescue **Data**. (*Starship Log*: 'The Most Toys' [TNG]) **SEE FILE 69**

Station Nigala IV

This space station was the next port of call for the **U.S.S. Enterprise NCC-1701-D**, after surviving an encounter with **Q** and an errant moon at **Bre'el IV**. (*Starship Log*: 'Deja Q' [TNG]) **SEE FILE 69**

Station Salem One

This defenseless, and unsuspecting, **Federation** facility is known historically as the first casualty during the opening salvos of a war. (*Starship Log*: 'The Enemy' [TNG]) **SEE FILE 69**

Statistical Mechanics

This course at **Starfleet Academy** was a required topic of study. **Joshua Albert** found the class somewhat challenging, and relied on **Wesley Crusher's** tutoring in 2368. (*Starship Log*: 'The First Duty' [TNG]) **SEE FILES 43, 69**

stealth armband

This personal cloaking device used **interphasing** technology to render **Voth** personnel invisible. Internal sensors aboard the **U.S.S. Voyager NCC-74656** detected the spatial fluctuations caused by the armband, and **phasers** set at 1.85 gigahertz were able to disrupt its field. (*Starship Log*: 'Distant Origin' [VOY])
SEE FILES 18, 58, 71



▶ **Professor Gegen and his associate were able to hide themselves from the crew of the U.S.S. VOYAGER NCC-74656 by the use of stealth armbands. Unfortunately for them, the armbands caused spatial fluctuations, which led to their detection.**

Steamrunner class

This late 24th-century **Federation** starship design blends the **warp nacelles** into the ship's saucer section, much like the smaller **Sabre**-class ships. The **U.S.S. Appalachia NCC-52136** was a **Steamrunner**-class ship that fought as part of **Admiral Hayes's** armada against the **Borg** in 2373. (*Starship Log*: *Star Trek: First Contact*) **SEE FILES 31, 79**

steelplast

This building material is a type of reinforced concrete. A tunnel beneath **Mordan IV's** capital was blocked with steelplast, but it was unable to withstand **phaser** fire. (*Starship Log*: 'Too Short a Season' [TNG]) **SEE FILE 69**

Steinman analysis

This protocol for assessing personality and character was in use by **Starfleet** personnel circa 2269. A profile was built using results from a variety of tests, including brain and voice patterns. (*Starship Log*: 'The Lights of Zetar' [TOS]) **SEE FILE 68**



S continued

Stellar Cartography

This department aboard **Federation** starships is tasked with gathering data to produce an interactive, visual computer model of known space. The stellar cartography display room on the **U.S.S. Enterprise NCC-1701-D** was three stories tall. **Neela Daren** was head of the *Enterprise's* stellar cartography department in 2369. (*Starship Log: 'Lessons'* [TNG]; *Star Trek: Generations*) **SEE FILES 25, 43, 78**

stellar core fragment

This spatial body is the remnant of a neutron star. The **U.S.S. Enterprise NCC-1701-D** was threatened by a stellar core fragment in 2364. Some time later, a science team was asked to record the gravimetric effects of this rare object as it passed through the **Moab Sector** in 2368. (*Starship Log: 'The Naked Now'* [TNG]) **SEE FILE 69**

stenophyl

This drug was injected into the **cytoplasmic** life form that attached itself to **B'Elanna Torres** in 2375. After disengaging the alien from Torres, stenophyl helped to stabilize the creature's metabolism. (*Starship Log: 'Nothing Human'* [VOY]) **SEE FILE 71**

Stephan [1]

This 11-year-old soccer player was unaware that his athletic prowess inspired eight-year-old **Beverly Howard's** love. (*Starship Log: 'The Host'* [TNG]) **SEE FILES 43, 69**

Stephan [2]

En route to **Gemulon V** in 2360, this colonist's ship, the **S.S. Santa Maria**, crashed on **Orellius**. The vessel had been sabotaged by **Alixus**, who would later become the leader of the colony there. Stephan remained on Orellius until 2370. (*Starship Log: 'Paradise'* [DS9]) **SEE FILES 4, 70**

Steth

This life form was encountered by the **U.S.S. Voyager NCC-74656** in 2374. Steth could take the body form of anyone it encountered, and force the copied individual into the body that was being discarded. (*Starship Log: 'Vis à Vis'* [VOY]) **SEE FILE 71**



▲ The U.S.S. VOYAGER crew met male and female aliens whose bodies had been stolen by Steth. The entity later inhabited Tom Paris's body.



▲ Lt. Stiles often served alongside Hikaru Sulu on the bridge of the U.S.S. ENTERPRISE NCC-1701.

Stevens

This **Starfleet** engineer was under **Worf's** command on the **U.S.S. Defiant NX-74205** in 2372. Stevens found Worf to be a demanding superior officer, until **Miles O'Brien** gave the **Klingon** some hints about handling noncommissioned personnel. (*Starship Log: 'Starship Down'* [DS9]) **SEE FILE 70**

Stiles

This resident of **Athos IV** was a member of **Michael Eddington's** **Maquis** cell. In 2373, Stiles and Eddington were among the Maquis who died fighting the **Jem'Hadar**, in order to allow others from their group the chance of escape. (*Starship Log: 'Blaze of Glory'* [DS9]) **SEE FILE 70**

Stiles, Lieutenant

This **Starfleet** lieutenant served as navigator aboard the **U.S.S. Enterprise NCC-1701** in 2266, during a **Romulan** incursion into **Federation** space. Stiles had lost relatives during the previous Earth/Romulan war, and accused the **Vulcan** first officer, **Spock**, of being a Romulan spy. (*Starship Log: 'Balance of Terror'* [TOS]) **SEE FILES 20, 68**

Stinger

A character from the holographic children's series, **'The Adventures of Flotter'**. Stinger was a giant mosquito. **Kathryn Janeway** encountered Stinger when she was six years old and had flooded the **Forest of Forever**. (*Starship Log: 'Once Upon A Time'* [VOY]) **SEE FILE 71**

Sto-Vo-Kor

In **Klingon** mythology, this realm is where the honored dead spend eternity with **Kahless the Unforgettable**. Admittance is to warriors who died in battle, ate the heart of an enemy, or had a glorious victory completed in their name. (*Starship Log: 'Rightful Heir'* [TNG]; *'The House of Quark'* [DS9]; *'Barge of the Dead'* [VOY]) **SEE FILES 11, 69, 70, 71**

Stocker, Commodore

In 2267, this **Starfleet** officer traveled to his new command, **Starbase 10**, aboard the **U.S.S. Enterprise NCC-1701**. Stocker briefly took the captain's chair after radiation sickness incapacitated the ship's senior officers. (*Starship Log: 'The Deadly Years'* [TOS]) **SEE FILES 19, 43, 68**



▲ Commodore Stocker's starship inexperience nearly led to disaster.

Stellar Cartography

stellar core fragment
stenophyl
Stephan [1]
Stephan [2]
Steth
Stevens
Stiles
Stiles, Lieutenant
Stinger
Sto-Vo-Kor
Stocker, Commodore
stokaline
Stol
Stolzoff
Stone of Gol
Stone, Commodore
Stone, Ensign
Stone, Mr.
Stonn
'Story of the Promise, The'
Storyteller
straight nines
Straleb
strategema
Strategic Operations Officer
Stratos
stratospheric torpedoes
Strek, Lieutenant
stress reaction test
Strickler, Admiral



▲ Neela Daren was head of Stellar Cartography on board the U.S.S. ENTERPRISE NCC-1701-D. She transferred off the ship when her relationship with Captain Picard began to affect his work.



▲ B'Elanna experienced visions of the afterlife, in which her behavior had prevented her mother's soul from entering Sto-Vo-Kor.



stokaline

Injectable, neutral substance. To convince the **Kelvans** that **Spock's** fake **Rigelian Kassaba fever** was genuine, **Dr. McCoy** made a show of demanding emergency stokaline **hyposprays** from **Nurse Chapel** in 2268. (*Starship Log: 'By Any Other Name'* [TOS])
SEE FILE 68

Stol

This **Ferengi** is a cousin of **Quark**. In 2369, he gave **Vash** 105 bars of **gold-pressed latinum** for a **Gamma Quadrant** artifact. In 2371, Quark's mother claimed to be writing to Stol but was, in fact, conducting illegal business transactions. (*Starship Log: 'Q-Less'* [DS9])
SEE FILES 51, 70

Stolzoff

This female **Starfleet** security officer died protecting Starfleet engineers during a salvage mission to **Empok Nor** in 2373. Stolzoff was killed by a **Cardassian** soldier who had been awakened from stasis. (*Starship Log: 'Empok Nor'* [DS9]) **SEE FILE 70**

Stone of Gol

See **Gol**, **Stone of**

Stone, Commodore

This **Starfleet** officer was put in charge of **Starbase 11**. In 2267, Stone convened a court-martial of **Captain James T. Kirk**. Soon after, he left **Starbase 11**. (*Starship Log: 'Court Martial'* [TOS]) **SEE FILES 43, 68**

Stone, Ensign

After graduating from **Starfleet Academy**, Stone was assigned to **Captain Blackwood** on the **U.S.S. Tombaugh**. During Stone's first week of duty, the ship was assimilated by the **Borg**. (*Starship Log: 'Infinite Regress'* [VOY]) **SEE FILE 71**



⬤ **Editor Douglas Pabst was forced to act on Mr. Stone's concerns that the readers of 'Incredible Tales' would be shocked that some of the stories were written by women and African-Americans.**

Stonn

This **Vulcan** male was **Spock's** rival for **T'Pring's** hand in marriage. T'Pring selected **Captain James T. Kirk** as her champion, so that Stonn could avoid harm when her suitors fought to the death. Stonn wed T'Pring in 2267. (*Starship Log: 'Amok Time'* [TOS]) **SEE FILES 8, 45, 68**



'Story of the Promise, The'

This **Klingon** legend ends with **Kahless the Unforgettable** departing for **Sto-Vo-Kor**. His promise to return via a star near the planet **Boreth** became the foundation of the Klingon faith. (*Starship Log: 'Rightful Heir'* [TNG])
SEE FILE 11, 69

⬤ **The second coming of a legendary figure who returns from the dead is common to many cultures. In Klingon mythology, this role is filled by Kahless, the warrior who first united the modern Klingon Empire.**

Storyteller

SEE **Sirah**

straight nines

This term is used in the game of **dom-jot**. Rolling straight nines is very rare and very desirable. When a **Nausicaan** got straight nines twice in one game, **Corey Zweller** suspected cheating. (*Starship Log: 'Tapestry'* [TNG])
SEE FILES 7, 43, 69



Corey Zweller accused a Nausicaan who scored straight nines in dom-jot of cheating.



Straleb

One of two inhabited planets in the **Omega sagita system**. In 2365, a **Straleb Security Vessel** accused the **U.S.S. Enterprise NCC-1701-D** of abetting the man who stole the **Jewel of Thesia**. (*Starship Log: 'The Outrageous Okona'* [TNG]) **SEE FILES 18, 40, 69**

strategema

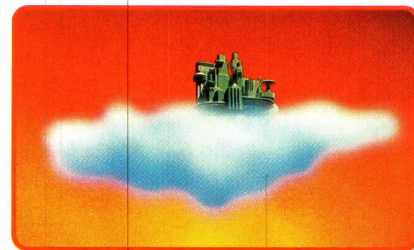
A fast-moving game in which two participants simultaneously move their pieces, offensively and defensively, until someone controls the arena. **Sirna Kolrami** was a master strategema player who enjoyed beating his opponents. (*Starship Log: 'Peak Performance'* [TNG]) **SEE FILES 43, 66, 69**

Strategic Operations Officer

See **Operations**

Stratos

This unique city, hovering over the planet **Ardana**, was populated by philosophers and artists. They had difficulty understanding why the laborers who sustained Stratos objected to being banned from the city. (*Starship Log: 'The Cloud Minders'* [TOS])
SEE FILES 18, 68



⬤ **The privileged citizens of the beautiful cloud city of Stratos literally looked down on the miners.**

stratospheric torpedoes

This type of torpedo detonates over a target planet, allowing air currents to distribute the contents globally. **Cobalt diselenide**-filled torpedoes dropped by **Michael Eddington** rendered two planets deadly to **Cardassians**. (*Starship Log: 'For the Uniform'* [DS9]) **SEE FILES 18, 43, 70**

Strek, Lieutenant

This officer was stationed on **Deep Space Nine**, and dated **Security Officer Seelee**. **Ensign Manwaring's** erroneous assumption that Strek was dating a woman named **Freylla** prevented the ensign from making his own advances toward Freylla for several weeks. (*Starship Log: 'Shadowplay'* [DS9]) **SEE FILE 70**

stress reaction test

This portion of the **Starfleet Academy** entrance exam measures applicant's reactions under stress. (*Starship Log: 'Facets'* [VOY]) **SEE FILES 19, 71**

Strickler, Admiral

In an alternate reality experienced by **Harry Kim**, Admiral Strickler was a **Starfleet** official, set to meet Kim and **Lt. Lasca** at **Starfleet Headquarters** with reference to the future of new **Runabout** designs the officers had developed. (*Starship Log: 'Non Sequitur'* [VOY]) **SEE FILES 19, 71**